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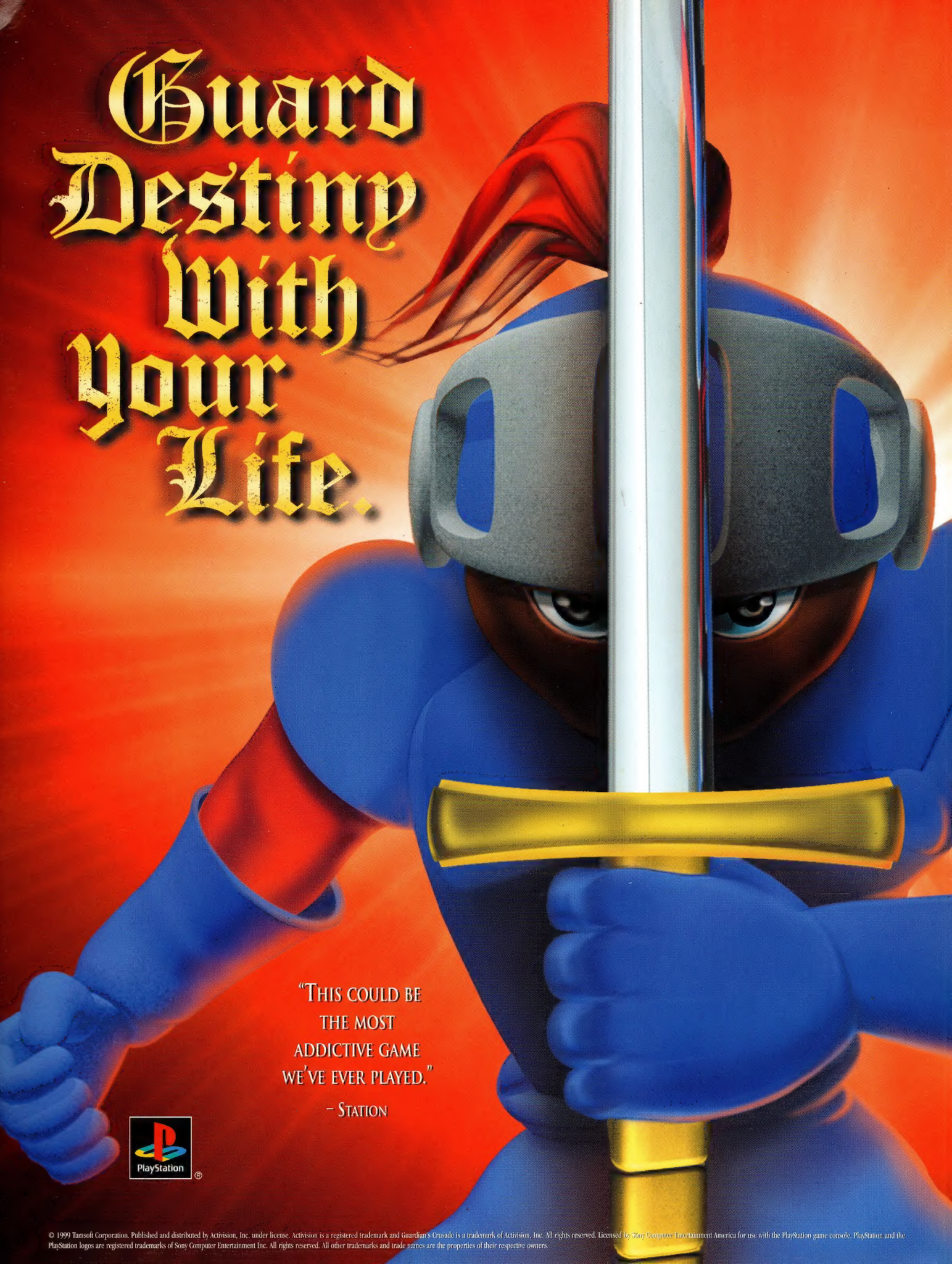

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38. GEX: DEEP COVER GECKO

10. SYPHON FILTER

PLAYED AND RATED

38...GEX: DEEP COVER GECKO
Leaping Lizards! The debonair reptile with an eye for the fillies returns for more time-hopping platforming.

42...UEFA CHAMPIONS LEAGUE
It's time for another football game, don't you think?

44...ROLLCAGE
A nifty soundtrack, some trippy graphics and a lot of big balloon tires.

48...POPULOUS: THE BEGINNING
The game that lets you play God without the aid of genetic engineering.

49...STREET SKATER
No need to terrorise the local Arndale centre anymore with this game for complete deckheads.

50...WCW/NWO THUNDER
Bellowing men in leotards groping one another's greasy torsos.

51...CIVILIZATION II
PC port of the popular empire-building game. A favourite with the Dads.

52...RUGRATS
Animated antics come alive in a 3D environment.

54...MONACO GRAND PRIX
Or *Formula 1.5*, kind of. Open-wheels racing without a licence.

56...GUARDIAN'S CRUSADE
Nerve-jangling lowest common denominator RPG.

56...RETRO FORCE
Grotty vertically scrolling blaster that misses the point entirely.

57...TOMB RAIDER II (PLAT.)
Lara Croft, all yours for twenty quid, the cheap whore.

57...RUNNING WILD
Ever wanted to race an elephant around a volcano? Now's your chance, baby.

58...SILENT HILL
Nasty scary things do lots of lurking about in fog. It puts the willies up you, that's for sure.

60...DEEP FREEZE
A bit like *Resident Evil*, although we're not completely sure as it's all in Jap.

61...TINY TANK
A diminutive armoured hero with a nice line in swearing.

62...SMASH COURT TENNIS 2
Long overdue follow up to the super-playable racquets game.

UNFINISHED BUSINESS

28...TRIPLE PLAY 2000
Baseball! More exciting than cricket! Allegedly!

29...3SIXTY
Floaty jet bikes at high speed, fresh from the glittering vaults of Cryo.

30...NEED FOR SPEED: RC
More cars racing to beat *Gran Turismo 2* to the shelves.

31...ACTUA ICE HOCKEY
Ice Hockey! More exciting than rugby! Perhaps!

32...V-RALLY 2
Can this pretty off-roader knock Colin McRae off of his muddy throne?

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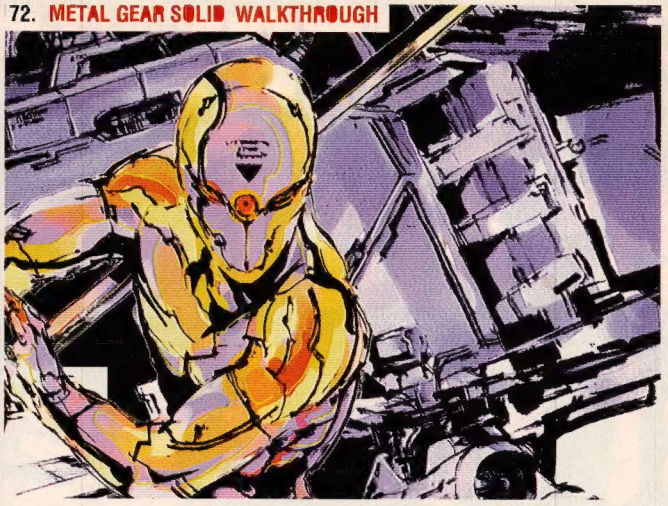
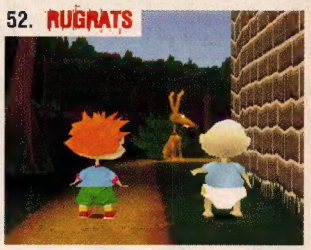
30. NEED FOR SPEED: RC

72. METAL GEAR SOLID WALKTHROUGH



52. RUGRATS



44. ROLLCAGE

58. SILENT HILL

42. UEFA: CHAMPIONS LEAGUE

54. MONACO GRAND PRIX

90. THE POUND & YOUR EUROSTATION

FEATURES

10...SYPHON FILTER
It's gonna be massive in a *Metal Gear* style, and you saw it here first.

22...OCCUPATIONAL HAZARDS
On the dole? Never fear, get a job in the games industry! We did!

90...THE POUND & YOUR EUROSTATION
How will monetary union affect games and hardware prices?

94...IT'S IN THE GENRES
All the other sports that aren't football, but sadly still no fly fishing.

NEWS

98...MONITOR
GAME NEWS
Tekken tournament • Scurrilous PlayStation 2 rumours • *Command & Conquer* honoured • *Final Fantasy VIII* update

INSIDE
GT Interactive vs Midway • Connectix vs Sony • PSX profits • Infogrames seek deals with developers

THE EDGE

68...BY ANY MEANS NECESSARY
Silly little codes and cheats for wimps that can't play their games properly.

72...METAL GEAR SOLID
A full, unexpurgated and comprehensive walkthrough, not like in other lazier mags.

WORDS, PICTURES AND VIDEOGAMES

6...ON THE DISC
The cover disc examined with microscopic acuity.

9...EDITORIAL
Our oracle of wisdom Darren speaks words of enlightenment and insight.

16...LETTERS PAGE
An open forum of debate, intelligence and bitter recrimination.

65...INDUSTRY DIRECTORY
Complain to them damnit, not us.

112...TAKING CONTROL
The technical ins and outs of your demo disc games.

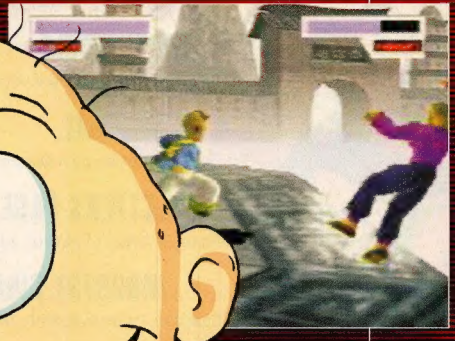
114...CHARTS AND PRICE CHECK
Where is *Gran Turismo* in the chart this month?

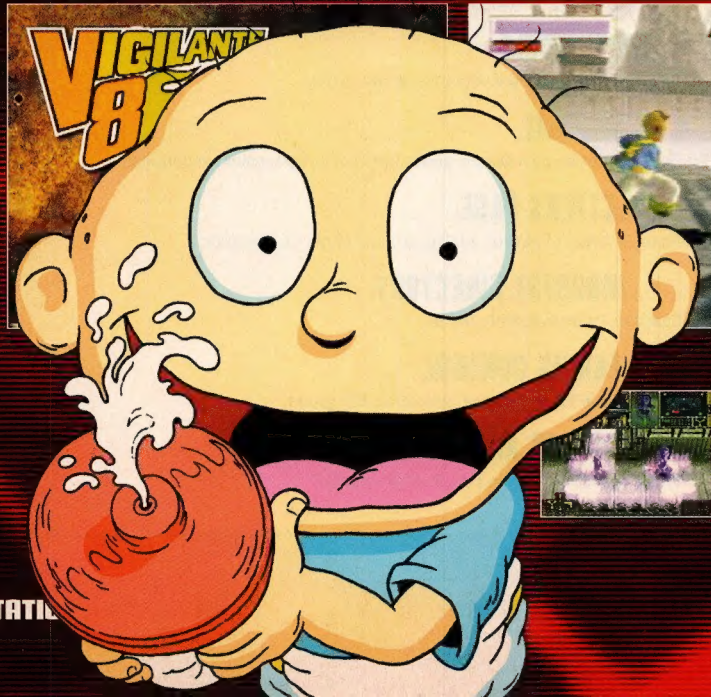
STATION 7

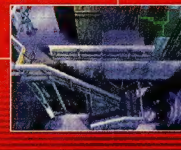
Easter Ain't Just For Eggs

It's for our biggest and best ever collection of PlayStation demos yet! No less than five playable and five rolling examples of the very best software available for your beloved grey box – and not a footie game in sight!

Once proudly mounted on the cover, now spinning gracefully in your PSX, soon to be grubbily mauled by a chocolate fingered girlfriend/friend/kid brother, here's a quick guide to what's on this month's exclusive and free STATION disc. Beats confectionery rabbits and painted eggs every time!







DISC BREAKDOWN

METAL GEAR SOLiD

Along with the rest of the PlayStation fraternity, we've covered this game more than adequately in the past. As your local stockist is probably sold out of the greatest videogame of all time (*Zelda* take a running jump) we figured you'd probably appreciate a chance to try out the game consoles were made for. A word of caution though, this demo is huge!

RUGRATS

Perhaps the most endearing game released for a while, Rugrats puts you in direct control of characters from the cartoon and forthcoming movie. There are two sections for you to play through here, a round of mini-golf on Ice Cream Mountain, or chasing a goose mounted Chuckie with the aid of Spike in the search for Grandpa's teeth.

APOCALYPSE

Take on the four horsemen as Bruce Willis, complete with classic sound samples from the man himself. Rated in the office as best use of a Dual Shock pad to date, it's rich in graphical detail and even some careful platform manipulation too! The entire first level is included.

ViGiLANTE 8

Two cars, two players. Take them out for a spin across the oil field in this very-playable-demo of the *Mad Max* styled shooter. Mayhem and carnage extend beyond the confines of merely having a pop at an opponent. The scenery is all fully interactive and destructible too!

G-DARiUS

A shoot 'em-up designed in the classic mould, *G-Darius* heralded a resurgence of retro interest with its simple but addictive gameplay. Check out what makes it special in this fully playable demo of THQ's blaster with either one or two players in arcade or beginner mode.

SHAO LiN

This is the one to watch, and not only because it heads up a great selection of rolling demos this month – we were actually worried that the disc wasn't going to fit them all in! Please note: the wooden dolls featured in this demo are for development purposes only, and may not appear in the finished product.

KENSEi: SACRED FiST

With more kung fu than the Bruce Lee back-catalogue, we have something of a fighting game special this month with both *Kensei: Sacred Fist* and *Shao Lin* in our rolling selection. Somewhat lost in the hype surrounding *Tekken 3*, it's worth, in hindsight, taking a second look at Konami's tournament entry.

TRAP RUNNER

Previewed last month, this little number is second only to *Worms* for devious destructive fun. Potentially one of the most hilarious games of '99, this could also be the source of strained relationships when it appears on the shelves, although it retains enough of a cerebral edge to straddle comfortably both action and strategy genres.

DiVER'S DREAM

What is a diver's dream? Whisky flavoured oxygen? Erotically sculpted snorkels? Discovering the key to Davy Jones' locker? Either ask a friend with scuba gear or find out for yourself in this preview of the game that will spawn a thousand reviews with the word 'wet' in the title. Trust us, we are journalists...

SiLENT HiLL

Possibly the most terrifying game ever to skulk its way onto the PlayStation, watch this preview of *Silent Hill* at your own risk! Its dark, atmospheric and scary, and the goulish assailants are the stuff nightmares are made of. You have been warned! Check out the import review on page 58 for more details.

Turn to page 112 to find out how to get the most out of your exclusive cover CD.

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THE STATION TEAM

MANAGING EDITOR Nick Roberts nickr@rapide.co.uk

EDITOR Darren Herridge darren@rapide.co.uk

REVIEWS EDITOR Christian Slater christian@rapide.co.uk

SUB-EDITOR Adam Oxford

DESIGNER Ant Grace ant@rapide.co.uk

CONTRIBUTORS Lee Barass, Jon Austin, Neil Houghton, Ben Keen, Joe Taylor, James Gale, Saul Trewern, Nick Roberts

PRODUCTION MANAGER Steve Michaels steve@rapide.co.uk

PRODUCTION ASSISTANTS Brian Garwood, Andy Dunn

ADVERTISING PRODUCTION Liz Charles adprod@rapide.co.uk

PRODUCTION CO-ORDINATOR Anna Matheson anna@rapide.co.uk

PAPER CONTROLLER Karen De La Rue elvira@rapide.co.uk

ADVERTISING DIRECTOR Gerard Richardson

ADVERTISING EXECUTIVE Jon Massey ads@rapide.co.uk Tel: 01392 495155 Fax: 01392 433505

SUBS/MAIL ORDER Helen Lawson subs@rapide.co.uk Telephone: 01392 495155

PUBLISHER Dave Perry gamesanimal@rapide.co.uk

FINANCE DIRECTOR Jerry Davison mail@rapide.co.uk

PRODUCTION DIRECTOR Mark Ayshford ayshie@rapide.co.uk

MANAGING DIRECTOR Mark Smith marksmith@rapide.co.uk

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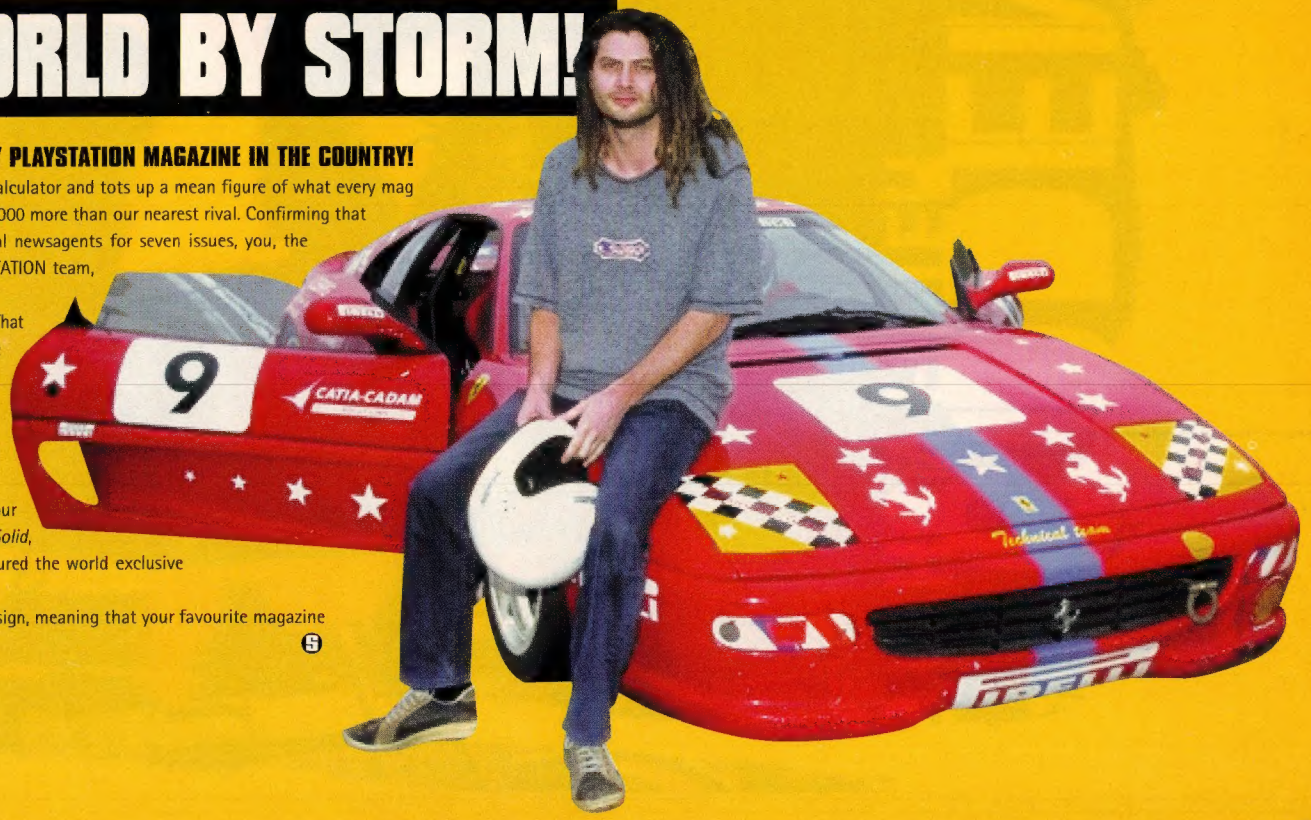
As you can see from my picture this month, I've been out and about a bit. That was taken at the Le Mans racetrack, where STATION was lucky enough to see the first showing of *Le Mans 24hr Racing*, soon to be published by Infogrames.

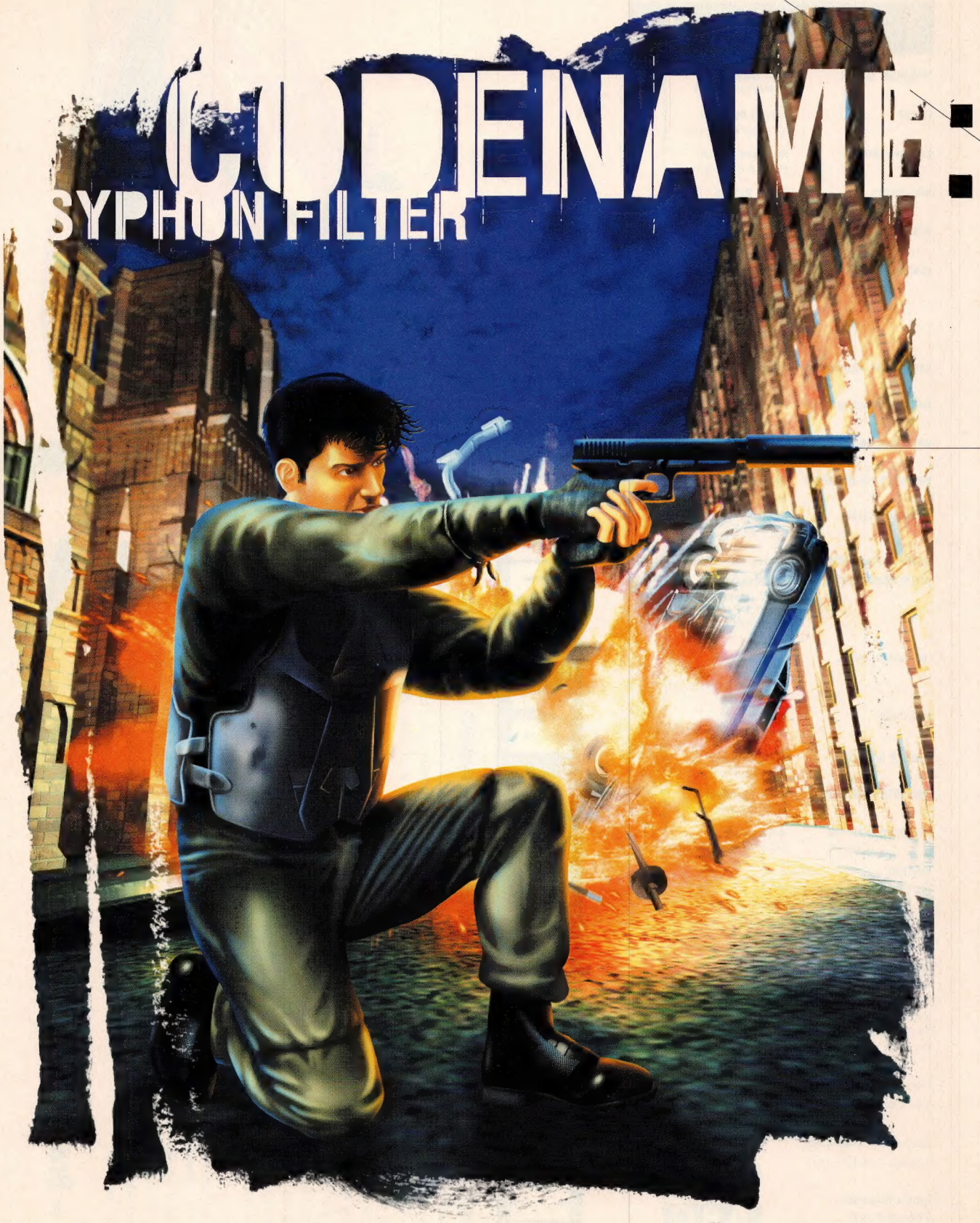
On finishing this issue, I'll be jetting off to Toyko to see the first official display of PlayStation 2. And with any luck, we will have the complete rundown next month of what you can expect from the most anticipated console ever.

If you've sneaked a peek at our demo disc you'll have noticed that it's our biggest so far. Yes, a whopping 10 demos, including: *Rugrats*, *Metal Gear Solid*, *Shao Lin* and *Silent Hill*. And to round off a pukka issue, STATION has secured the world exclusive reviews of both *Gex: Deep Cover Gecko* and *UEFA Champions League*.

Oh, and how could I forget! There's also been the small point of a re-design, meaning that your favourite magazine now looks better than ever.



Dazza – Braggart Of The Year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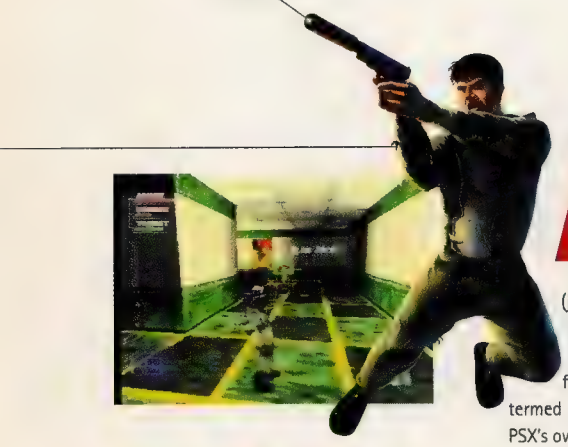
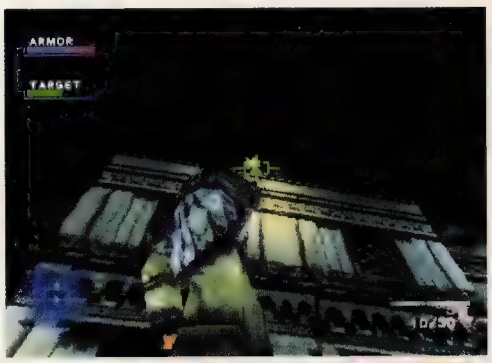
SYPHON FILTER

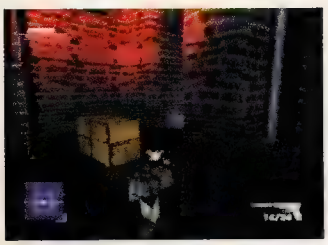
IMPENETRABLE

tactical espionage action with an itchier trigger finger? solid snake had better watch his back!



Any games fan worth his or her salt will tell you that the current trend in 3D Arcade Adventures is to move away from all-out blazing weapons gunplay, with just as much emphasis now placed upon avoiding an enemy as wasting them. Many have (justifiably) argued that the first game to incorporate stealth elements was Rare's seminal N64 classic *Goldeneye*, but it would be hard to deny the recent fashion for 'sneak 'em-ups' (as some wag has wittily termed the new-emerging genre) is largely the fault of the PSX's own hi-tech hide and seek masterpiece *Metal Gear Solid*. Now the silence-obsessed baton looks set to be passed on to the oddly titled Syphon Filter, fresh from Sony's pet development house 989 Studios and thanks to Aunty Darren's behind-the-scenes machinations shown here ex-flippin'-sclusively in its English language PAL incarnation for the very first time to you, our beloved reader. ▶





"IT'S CERTAINLY GRITTY, AND MAY BE SEEN AS A TOUCH TOO HARD-CORE FOR THOSE WHO ARE USED TO KILLING INHUMAN ALIENS AND ZOMBIES."

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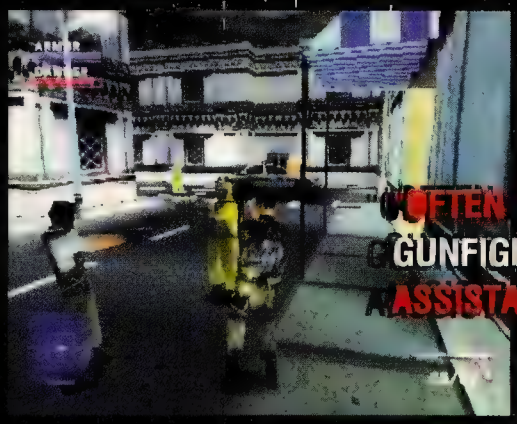
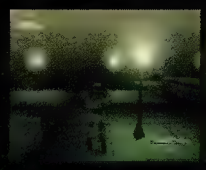
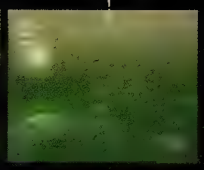
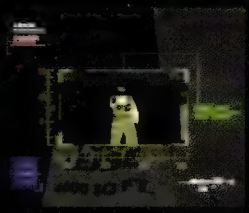






"OFTEN YOU'LL TURN A CORNER AND FIND A GUNFIGHT ALREADY RAGING IN WHICH YOUR ASSISTANCE MAY BE A VITAL TURNING POINT."

RIGHT With its wonderful zoom feature the sniper rifle lets you get up close and personal with far-off bad guys.



ordnance survey

Gabe gets to play with all manner of charming death-spitting toys as his mission unfolds. Here's the cream of the high calibre crop:

HK-5 PISTOL-MACHINE GUN

Fire Rate IIII
Damage III
Clip Size 32
Max Rounds 192

Manufactured by Heckler and Koch this compact pistol-machine gun is popular with special forces and terrorists alike for its easy concealability but lethal rate of fire.

SILENCED 9MM HANDGUN

Fire Rate III
Damage II
Clip Size 15
Max Rounds 90

This extremely reliable pistol is Logan's basic sidearm, and can pop off rounds quickly and accurately with almost no audible sound.

SHOTGUN

Fire Rate II
Damage IIII
Clip Size N/A
Max Rounds 25

Favoured by law enforcement agencies such as the DEA, FBI and USSS this 12-gauge 'choke' shotgun fires tactical 00 shot and remains deadly accurate up to at least 25 yards with limited collateral spread damage.

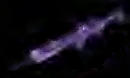
K3G4 ASSAULT RIFLE

Fire Rate IIII
Damage II
Clip Size 20
Max Rounds 120

The sting provided by this machine gun comes in the form of the Teflon-tipped rounds it is generally loaded with which can cut through most standard-issue bullet vests with ease.

SNIPER RIFLE

Fire Rate II
Damage II
Clip Size 10
Max Rounds 30



An assassin's favourite, this high-calibre noise-suppressed model comes with a digital targeting scope as standard that has basic optical character recognition built-in, meaning it can identify human-shaped targets and impact points before firing.

M-79 GRENADE LAUNCHER

Fire Rate I
Damage IIIII
Clip Size N/A
Max Rounds 10

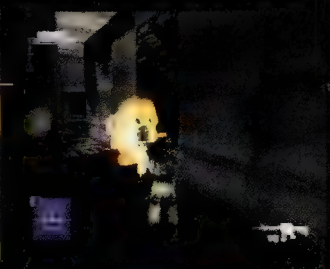
A veteran of the Vietnam War the 'Blooper' (as the GIs termed it) can drop 40mm high explosive frag grenades onto a target which throw out up to 300 razor-sharp shrapnel fragments on detonation.

METAL TOMB RAIDER SOLID?

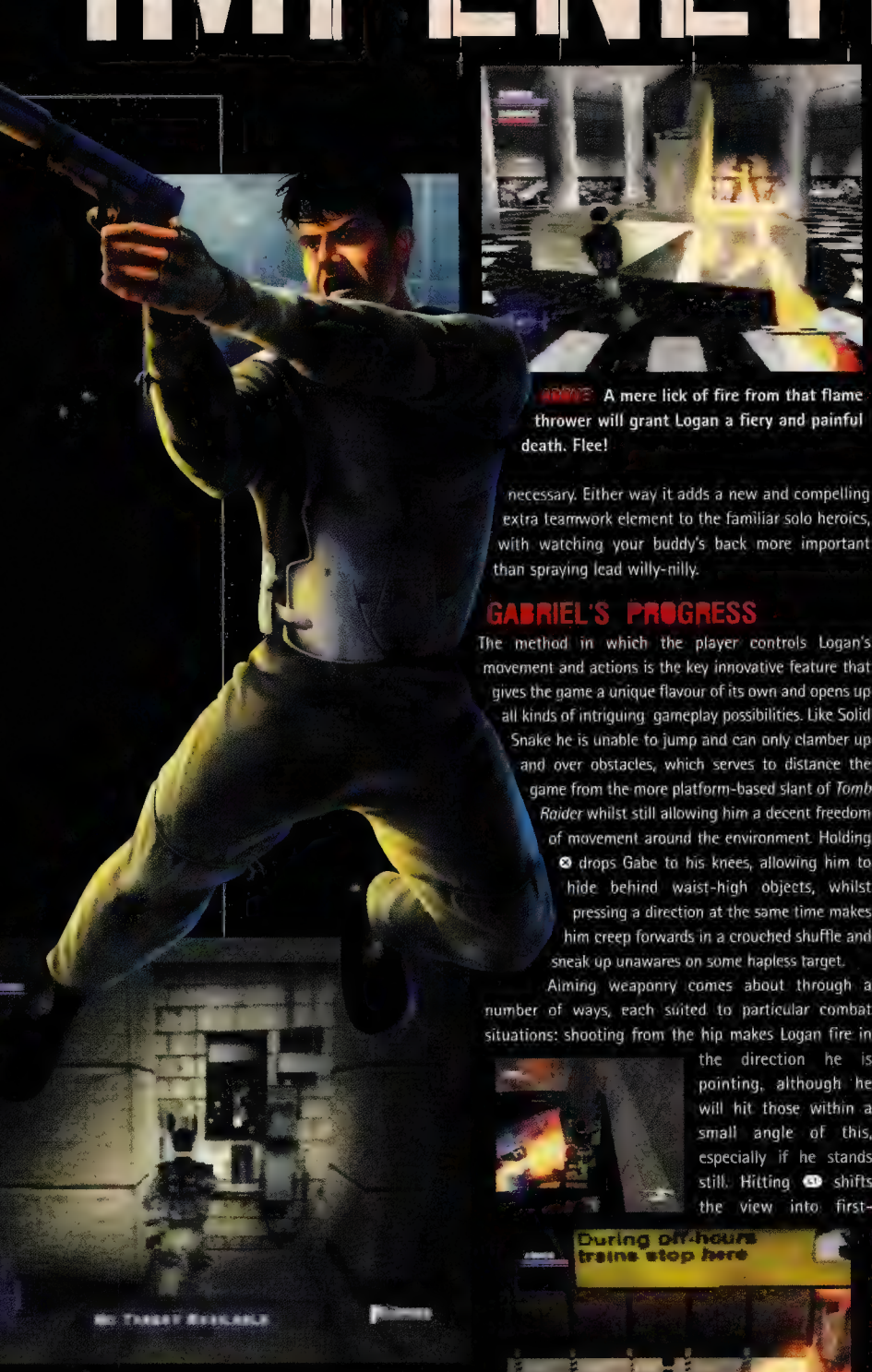
Taking some of the ideas seen in *MGS* and approaching them from a slightly different angle is going to be a recurring theme in 1999, according to our humble opinions. The softly-softly skulking of Solid Snake has shown that there's more to the Arcade Adventure format than full-frontal assaults and Lara-esque gymnastics, with raw cunning and a calm head just as vital as a quick trigger finger. Syphon Filter takes on board some of the same techniques seen in Konami's masterpiece but approaches the action from a more gung-ho standpoint, adding a dash of the old Bruce Willis to all that girly lurking in shadows.

The lead character is one Gabriel Logan, your archetypal all-round super-soldier and problem solver for the authorities, who has been assigned the task of thwarting the wicked machinations of a group of international terrorists intent on wreaking biological havoc over Washington DC with a clutch of nasty viral bombs. They in turn are led by one Erich Rhoemer, a notorious criminal mastermind who, after experimenting with just how effective the plague bombs were in remote areas of the jungle and a Nepalese village, has planted a brace in the capital's subway system. Thousands will be turned into extras from *Resident Evil* unless he and his cohorts can be intercepted and the devices defused.

Unlike the usual one-man-army scenarios we have all become used to in videogames, Agent Logan has some allies, both via radio link and in person. While it is his task to locate the bombs, a phalanx of gas-masked CBDC (Chemical Biological Defence Command) troops must be called in to make them safe. It falls to you to provide covering fire while they fiddle with the potentially lethal technology, but these chaps can also look after themselves in a scrap as well, taking out hostile grunts and getting killed or gorily injured themselves. Often you'll turn a corner and find a gunfight already raging in which your assistance may be a vital turning point, or just as likely not be



BOTTOM LEFT TO RIGHT See how bullet wounds actually appear at the point of impact, a stomach turning effect that's especially visible in the snow; one of your CBDC comrades looks like he's been through the wars, the poor wounded soldier.



ADVICE A mere lick of fire from that flame thrower will grant Logan a fiery and painful death. Flee!

necessary. Either way it adds a new and compelling extra teamwork element to the familiar solo heroics, with watching your buddy's back more important than spraying lead willy-nilly.

GABRIEL'S PROGRESS

The method in which the player controls Logan's movement and actions is the key innovative feature that gives the game a unique flavour of its own and opens up all kinds of intriguing gameplay possibilities. Like Solid Snake he is unable to jump and can only clamber up and over obstacles, which serves to distance the game from the more platform-based slant of *Tomb Raider* whilst still allowing him a decent freedom of movement around the environment. Holding ⊗ drops Gabe to his knees, allowing him to hide behind waist-high objects, whilst pressing a direction at the same time makes him creep forwards in a crouched shuffle and sneak up unawares on some hapless target.

Aiming weaponry comes about through a number of ways, each suited to particular combat situations: shooting from the hip makes Logan fire in the direction he is pointing, although he will hit those within a small angle of this, especially if he stands still. Hitting L1 shifts the view into first-

the usual suspects

A motley crew of techno-terrorist and covert operatives make up Syphon Filter's supporting cast, none of whom are modelled on well-loved action film clichés at all, nosiree.

LIAN XING

Intelligence Communications Expert

This charming creature is Logan's eyes and ears, communicating with him during operations with intelligence reports and changes of objective. Recruited by the Agency upon graduation, she has a PhD in Computer Science and looks great in a black vest.

MARA ARAMOV

Expert Assassin Working For Rhoemer

This statuesque assassin for hire is a rogue ex-KGB operative who now is a member of the Black Baton organisation, as well as being linked to the notoriously violent Russian Mafia.

THOMAS MARKINSON

Director Of The Agency

A lifelong member of the intelligence community this Vietnam vet is the shadowy source of authority behind the Agency's most secret black ops, so pointing out his male pattern baldness could lead to your sudden liquidation.

ERICH RHOEMER

International Terrorist

Unsurprisingly a German this global terrorist has links with many other violent organisations and a short but bloody history of atrocities he has had a personal hand in. As of yet his motives remain unclear, although there is a suspicion he favours a certain 'master' race above all others...

ANTON GIRDEAUX

Munitions Expert

A mercenary for hire to the biggest wallet, Girdeaux ironically has no criminal record, but is still suspected of being a member of Black Baton alongside Aramov. An explosives specialist, he is probably responsible for the technology in Rhoemer's viral devices.

"IF A SOLDIER IS KILLED AND HIS PATROLLING PARTNER DISCOVERS THE BODY HE WILL BEND OVER AND CHECK HIS COMRADE'S HEALTH, GIVING YOU AN OPPORTUNITY TO ELIMINATE HIM AS WELL"

SYPHON FILTER

ABOVE If he gets hit by a speeding subway train Logan gets dragged along the track painfully to his demise.

person mode with a green targeting reticule (that can be steered via the D-pad) thrown up on screen to help draw a bead.

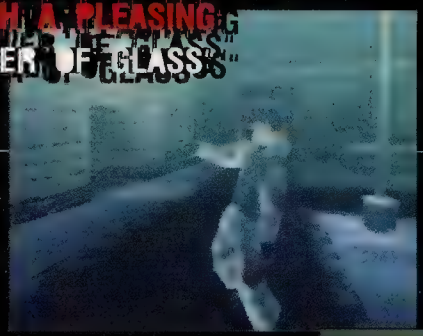
With weapons like the sniper rifles this view can be used to zoom in with pin-prick accuracy, vital for taking down unsuspecting targets with a clean shot to the head. Using the strafe controls whilst on this view makes him peek briefly around corners, ideal for safely checking out passages potentially ridden with hostiles. For more fraught moments when Gabe is surrounded by a range of possible targets then R1 can be held which locks his aim onto the nearest enemy, with the superb practical effect that he can, without looking, aim over his shoulder whilst on the move and take out soldiers with a not inconsiderable amount of posiness.

In the heat of battle this can all seem a bit much at first and a degree of button-blindness is inevitable, but once it 'clicks' as to which method is most appropriate in any given situation you'll be sweeping through battalions of bad guys with the destructive grace and style of a John Woo movie star.

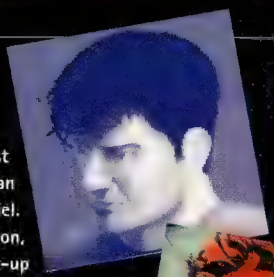
TOOLED UP TENCHU?

In spite of his outstanding marksman abilities it takes more than just a keen shot to help Logan complete his mission, with clever usage of the wide and

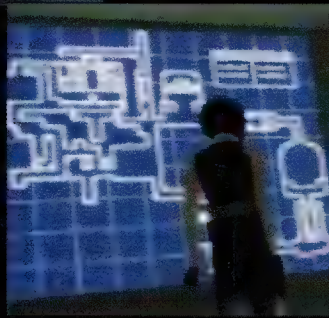
"THE BOTTLES WHICH LINE THE BAR COUNTER IN A POOL HALL CAN BE SHOT, WHILST STREETLIGHTS EXPLODE WITH A PLEASING SHOWER OF GLASS"



gabe vs snake



Of course the question we're all asking is who is the hardest hardman out of Mr Logan and a certain Solid Snake, a man certainly cast from the same granite-jawed mould as our Gabriel. Each has the same gravelly tones that make the ladies swoon, although Snake has the edge when it comes to smart-alec chat-up lines, and hits on every female he comes into contact with while Gabe tends to keep his mind strictly on the job in hand. Weapons-wise it's pretty much a dead heat as well, with the hilarious effects of the Taser giving Logan a slight edge. Both look great in a tuxedo, while Gabe can take being shot in the head repeatedly like a man whereas Mr Solid can only absorb a couple of rounds before dying, the wuss. Minor differences include the fact that Snake is a soldier through and through, while the hero of Syphon Filter is an educated man first and foremost, and on top of his distinguished Gulf War and Special Forces career he has an honours degree in biochemistry, a useful skill considering the biological nature of Rhoemer's bombs. In a straight hand-to-hand fight the winner's laurels would probably fall to Metal Gear's taciturn hero, as his genome therapy and vicious strangling skills give him an edge over Gabriel's highly-trained but unaugmented talents. There's not much to choose from then, but the simple fact of Solid Snake action figures is currently the clincher in our reckoning.



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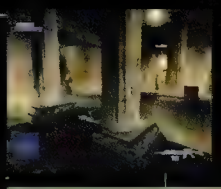


BELOW: The misty park is a veritable killing ground with a maze of low walls and hedgerows ideal for ambushes.

varied individual characteristics of the arsenal of weapons he can carry or scavenge from dead assailants proving vital. For distant clinical elimination the zoom-sight sniper rifles are mandatory, particularly as taking out a target with a round in the head drops them silently and instantly, whereas hitting them in the chest or abdomen allows them to return fire and alert their comrades. Taking into account how an enemy reacts can be cunningly used to Gabe's advantage. For example, if a soldier is killed and his patrolling partner discovers the body he will bend over and check his comrade's health, giving you an opportunity to eliminate him as well.

In a similar vein, guards on rooftops will often fall down several stories when shot, damaging anyone unfortunate enough to break their impact. Just these fairly simple behavioural patterns can open up a myriad of possibilities for clever tactical play. At close quarters and in confined spaces it's wisest to switch from the rifle-sized guns to the snub-nosed weapons such as the 9mm and machine pistols as these can track behind Gabe as he runs whilst the longer firearms cannot.

At all points there is a question as to which piece of kit to go for, as in the Expo Centre level where a besuited Logan must eliminate selected targets without being heard. Using the silenced pistol is all well and good, but only as long as you hit the cranium first time. The best bet here is the relatively quiet Taser, which can cook an enemy on the sly. Certain weapons in particular can take advantage of the human-like characteristics the CPU characters exhibit: in the subway section at certain points Logan can be pinned down by a crossfire coming from troops who are partially hidden behind cover. The key at this point is not to go in hell for leather but throw a grenade into their midst, causing them to scatter for protection (sometimes with the shout 'Son of a...!'). Although the blast may not take them all out it gives you an opening in which to pile in and kick ass during the confusion.

It's compelling knowing that what you're shooting at isn't just a mindless automaton, not caring if it lives or dies, although the logical result of this exponentially increasing realism could raise some odd ethical questions. Imagine wounded soldiers begging for their lives down the barrel of your gun. What do you do? This is similar to how when playing *Goldeneye* it's intensely satisfying to waste an intelligent-acting opponent but equally disturbing to see their eerie digitised human faces at point-blank range. In this vein the bodies of shot troops don't just disappear (as in *MGS*), they lie where they were killed, whilst wounded soldiers have gruesome blood patches on their bodies that appear when they get hit. It's certainly gritty, and may be seen as a touch too hard-core for those who are used to killing inhuman aliens and zombies.

EVERYBODY LOVES A SYPHON FILTER

You can tell if a title has gone beyond the call of duty by the number of times those crowded around the screen watching the game for the first time coo appreciatively at things which aren't directly to do with the game. These 'Cool Bits' (for want of a better expression) are what makes a game truly great, and of course *Metal Gear Solid* is a prime example of this kind of thing, being chock-full of unexpected ideas and gameplay treats that have never been seen before. Syphon Filter slots quite nicely into this exalted bracket, being a tour-de-force of innovation and subtle touches. Things like how, if you take out a chap with a bullet to the head, you can then steal his flak jacket for yourself, or how the ground shakes when a tube train rumbles past.

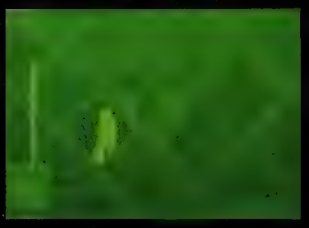
Often the first hint you'll have of being attacked is when a line of perfectly-plotted bullet holes appear next to your head, whilst using the electrical Taser weapon will fry an opponent in a couple of seconds, but if you keep hold of the button their bodies will start to smoke and then burst into flames, which can in turn immolate our hero. The bottles which line the bar counter in a pool hall can be shot, whilst streetlights explode with a pleasing shower of glass if you snipe at them, a fact which is bound to have some practical use at a later point we'd imagine.

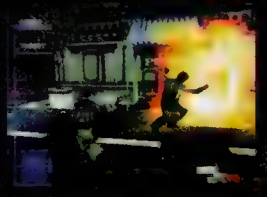
Some of the logical steps needed to progress are so obvious yet clever it makes you look at the whole gaming environment in a slightly different way. At one point a chain-link fence bars the way which cannot be climbed or destroyed. The solution is to shoot the padlock off of the door, letting it swing open, a neat move away from the usual find-the-lever situations.

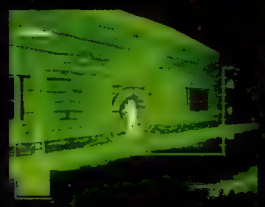
How this kind of left-field thinking pans out further into the game remains to be seen, but you get the impression the programmers have cannily balanced the radical and exciting features conservatively and will drip-feed new and progressive stuff along these lines throughout the game's length, keeping the surprises coming at opportune points when the player is feeling complacent. It's not set to arrive over here until July so we apologise in advance to whetting your appetites so cruelly, but rest assured this is going to be one of the fierce ruling titles of 1999. The big question (that no-one at Sony has been able to answer to our satisfaction) remains: what the hell is a Syphon Filter?

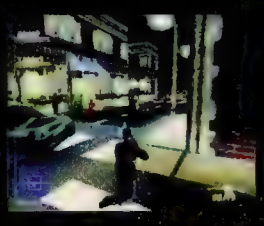
Scope for success

Perhaps the most satisfying moments in Syphon Filter comes when you get hold of the Nightvision sniper rifle, replete with a groovy infra-red lowlight scoper that makes the night clear as day. Body heat glows up bright green (with a nice blurry trail following behind) meaning you can flip to the scope to seek out enemies that are hidden and pick them off from a huge distance with a carefully-placed head shot. Death from the dark indeed...









IMPENETRABLE

STATION nation

This month sees you all concerned with cheats, errors and the new-New Wave of games. Whilst we can't reply to every letter, the answers to Stuart's *Resident Evil 2* problem can be found in sister mag PlayStation Solutions, vol. 2 issue 10, if there are any left! Call Rapide (you'll find the details on page 9) for our back issues dept.

STUCK ON YOU, TWO

Firstly, I would like to congratulate you all of you for bringing out a very decent mag. It's simply the best, especially the demos.

Secondly, I would like to ask a favour. I have bought all four issues of STATION, and with issue 2 you published a very useful cheats guide to many of the major PlayStation titles, particularly *Resident Evil 2* (Claire's Scenarios).

With these hints and walkthrough guide I was able to do Claire's first scenario which was fairly easy with your help. The only problem is that I am as stuck as shit on Leon's second scenario. So, if it is possible, please could you send me a few places where I could get a *Res Evil 2* guide at a reasonable price. Maybe you could feature it in your next cheats book...

And one more thing, don't sack anyone, they're all doing a good job.

• STUART BINGHAM, GRIMSBY

ALIEN-Y RETENTIVE

STATION, vol. 1, iss. 4, page 116 – Regarding the feature on the *Alien* trilogy, the third photo printed under the heading *Aliens* is wrong – it came from the first film. I buy your magazine every month, and this is the first time I have found a mistake. Keep up the good work as I think this is the best magazine on the market.

• DANIEL WAINWRIGHT, BRIDGEND

BOUND TO PLEASE

Everything about STATION is really good. It has cheats, a free demo, reviews. But the only problem is that the magazines are not going to stay all neat and tidy as there is no binder for them.

• TRISTIAN POTTER, MAIDSTONE

£600...?!? THAT WOULD BE COMMERCIAL SUICIDE!

(AND OUR CHEATS PAGE JUST GOT BIGGER...)

How ya doin guys? I am a PlayStation addict and to find out about all the latest releases I buy your magazine. Honestly I must say that I am extremely impressed. I have read in recent issues letters relating to the speculative and controversial PlayStation 2. Seriously, although I like the idea of another PlayStation, I have heard rumours that the price range may be in the region of £600. I would be grateful if you could clear this up for me.

I have been browsing through other magazines and although they may be no match for this one, they have much more cheats available but not many for *Player Manager*. I totally understand this, as this game may not be very big, but if you could find some I'd be extremely grateful.

Thanks a million. Catch ya later lads, I know you must be extremely busy.

• DAVID DUNLOP, GLASGOW

ANOTHER ISSUE ALTOGETHER

I have been lucky enough to buy and read your mag (also enjoyed by my 11 year old son). I have just one problem, I only spotted it when it was issue 2, and now I think it's about time I asked you how, if possible, I can get hold of issue 1 to make the collection and my life complete.

I am not that bothered if I can not have a demo CD with it although it would be better with one.

Many thanks.

• I. GELL, TODMORDEN

DISSATISFIED CUSTOMER – NOT OUR FAULT

The long awaited release of *Premier Manager '99* left me feeling cheated and £40 out of pocket.

I bought the game almost straight away – I thought the original excellent despite the need for improvement in certain areas.

To be honest – if you have *PM98* there is nothing to warrant buying it. If anything, it's not as good as *PM98*!!

There are still shortcomings – we all expected better things.

For example, the pointer is awkward and frustrating; the *Actua Soccer 2* engine is still being used despite *AS3* being released; it also feels half-finished – the players photographs are good and add an extra sense of realism, but they are not all there!

It could be improved – instead of player photo's I'd like to see a photo of the home ground when the pre-game play screen comes on.

The training is worse than before – get a new system in.

The sound/music is crap.

Anyway, it's still the best football management game available on the PlayStation but just don't bother buying *PM99* if you've got the original.

PS. I haven't written to a magazine since I was nine years old – and that was to the *Beezer*! (I did win a cool football though!). What are you doing to me...! HELP @H!?=...

• SAM MORGAN-SHAW, NORTH DEVON

STATION reserves the right to edit letters for reasons of length.

TO HAVE YOUR SAY ABOUT ANY STATION OR GAMES RELATED SUBJECT SEND YOUR OPINIONS TO:

STATION MAGAZINE, RAPIDE PUBLISHING,
1 ROMAN COURT, 48 NEW NORTH ROAD, EXETER EX4 4EP
OR EMAIL THE EDITOR: DARREN@RAPIDE.CO.UK

"I SHOT PAST THE MARINA FOR THE LAST TIME
LAUNCHED INTO THE FINAL BEND
TO TAKE THE CHEQUERED FLAG
SMASHING THE COURSE RECORD"

NORMAN SMITH - **BANK CLERK**

RACING SIMULATION monaco grand prix

GET A GRIP ON REALITY

Total PlayStation magazine '88%'

PlayStation version released end of March 1999

'92%' Total 64 magazine

N64 version released end of April 1999

Ubi Soft

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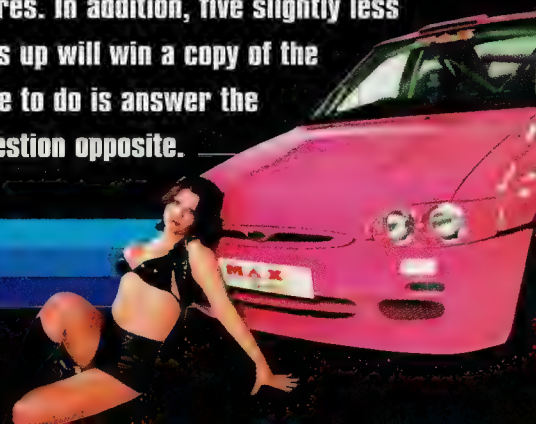
MAX POWER

REMOTELY INTERESTING COMPETITION

To celebrate the resounding success of their bassbin-obsessed tyre-shredding opus *Max Power Racing*, those generous individuals at Infogrames have donated one of their painfully limited edition customised *Max Power* remote control cars for a skilful STATION reader. With a deep bathtub design and a tough resinised construction, the Escort Cosworth-shaped RC has a fetching shocking pink paintjob and one-of-a-kind decals, plus proper 4-wheel wishbone suspension, oil shocks and rally-pattern tyres. In addition, five slightly less adept runners up will win a copy of the game. All you have to do is answer the simple question opposite.



INFOGRAMES

EUTECHNYX

RACING

WHO IS THE GREATEST DRIVER IN ALL HISTORY, AND WHY?

Answers to:
AIRBAGS ARE FOR WIMPS COMPETITION
STATION
Rapide Publishing
1 Roman Court
48 New North Road
Exeter
EX4 4EP

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CLOSING DATE IS 29TH APRIL, AND REMEMBER THE EDITOR'S DECISION IS ON A DIFFERENT WAVELENGTH.

NEXT MONTH

REVIEWED AT LAST!

FINAL FANTASY VIII

After being let down this month by our Oriental spies we are glad to guarantee the biggest adventure game of 1999 will finally be reviewed in the next STATION. With internet translation in hand we'll forge through Square's most epic of RPGs and tell you whether it lives up to the hour-gobbling reputation of the last episode.

VIOLENT REVIEW!

BLOODY ROAR 2

It's about time something threatened *Tekken 3*'s exalted position as champion beat 'em-up, and we reckon Hudson's sharp-fanged offering is the closest yet to rocking the hierarchy. Does it bring out the beast in us, or just need spaying? Answers next month.

EXCLUSIVE COMPETITION!

PLASTIC GEAR SOLID

Win the entire range of superb *Metal Gear Solid* action figures, along with a clutch of highly collectible *MGS* merchandise including wristwatches, hip flasks and legally ambiguous laser pens.

ANOTHER STUNNING FREE DISC

Rest assured next month's demo-packed disc will be of an even higher quality than this one, rammed with playable exclusives and hot-shot rollers. Watch this space...

ALSO:

T'ai Fu
KKND Krossfire
Tank Racer
Bomberman
Fantasy Race
Diver's Dream
NHL '99
Global Domination
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ISSUE 8 ON SALE 29TH APRIL 1999

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' It's plain to see, Live Wire! offers something over and above the average puzzle game.'

Official PlayStation Magazine

SOUNDTRACKS MIXED BY ALLISTER WHITEHEAD

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PlayStation

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OCCUPATIONAL HAZARDS

If we had a pound for every time someone asked us how to get a job in the games industry, someone else would be writing this mag. As it is, we don't, so in order to forestall future interrogations, this is STATION's indispensable guide to finding videogame related work.

Let's face it, going to work is pretty dull. If you are in full-time employment, virtually half of your waking hours will be spent toiling, most probably to make another lucky man or woman richer than you are. It's fair enough then that we, the workers, should aspire to a job that is as interesting and stimulating as possible, with opportunity for fun and satisfaction as well as straightforward monetary compensation.

Many of you will quite probably think that a role in the videogames world would fit this bill quite nicely, and smugly we would be forced to agree. Like the music business, it's at heart a creative industry so those with genuine talent are likely to be appreciated and gain the rewards they deserve. It's also rife with the same tendency for awful bullshit and blaggers out to make a cheap buck – professionalism be damned. Come with us now as we lay bare the mysterious paths open to any that wish to enter the ever-widening world of interactive software entertainment and attempt to envisage the prospects open to any such hardy individual, bearing in mind where the industry as a whole will be going in the next ker-razy millennium.

Testy Individual

James Featherstone is a Tester at Eidos Interactive in Wimbledon.

STATION: How did you manage to get into testing?

JF: I sent my CV to publishers, developers and agencies and got three interviews almost immediately. Virgin was the toughest because there were two sets of interviews and group activities so they could assess our performance in different situations.

STATION: What qualities or qualifications are required?

JF: Well I've got a degree in English but I don't think it made that much difference. It should be obvious, but you do need a real passion for games and patience because you could be testing the same game for months. An understanding of the industry is helpful, and a tester must have good communication skills and be quite methodical.

STATION: What is the work like day-to-day?

JF: All the testers on a particular project will follow a test plan that has been specifically developed. This can range from performing a series of checks on the software to examine the gameplay and structure, trying to locate any problems or suggesting possible improvements. If there is a new version of the code you have to check through all the bugs you have found in previous versions to see if they've been addressed.

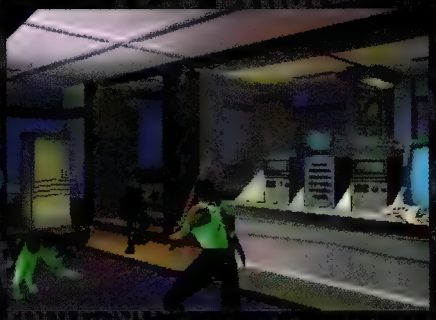
STATION: How easy is it to progress to higher levels?

JF: Once you have been testing for a while you might be given a product to be in charge of, producing the testing plans and co-ordinating them. From here you can become a QA (Quality Assurance) Team Leader and eventually maybe an associate producer. Some testers also move out of development and into marketing. S

Milk The Cash Cow

The more attentive of you can't have failed to notice the unprecedented amount of growth the games industry has undergone in the past year. Sales of both hardware and software across most formats have accelerated to unheard of levels, due almost directly to the now-mainstream status of the PlayStation.

Whereas before, pale male adolescents formed the majority of gamers, nowadays people like your Dad and even (gasp!) girls own a console, with the main effect being to pump great globs of raw money into the marketplace. There is also, of course,



the possibility for serious profit to be made on a regular basis, meaning that more product is going to be released than ever before so the publishers can ensure they'll stay aboard the gravy train. Like any growing industry this will mean a lot of fresh new vacancies that need filling in every strata of its being. At the one end of the spectrum you have what some would unkindly (but justifiably) deem the parasitic arm of the videogames universe: including besuited types involved in such black and nefarious arts as marketing, advertising, management and so forth. These roles tend to be filled by people who do not necessarily come from a gaming background, as their skills are meant to be transferable (although some recent notable flops beg to differ with this assumption).

However, we're interested in the more actively productive and creative side of things and what openings may be present for motivated and talented individuals such as your good selves, so we are going to look at four of the most promising and stimulating entry points to begin a career: games testing, programming, journalism and PR. We've also had the pleasure of getting a perspective from certain professionals in each area, so read on to see if all this really is for you, and whereabouts you might fit in.

Testing Times

Every single game has to be thoroughly tested for bugs and other programming mistakes before it is pressed onto black disc and released to the general public. If a game isn't almost 100%, Sony's QA (Quality Assurance) department will reject the game outright, a setback that could cost the publisher hundreds of thousands of pounds.

A tester must plough through every aspect of a game, exploring every area repeatedly to try and spot glitches in the graphics and playing physics, with work beginning long before a game is actually finished. Enlightened publishers take note of any suggestions a tester may come up with, although the twin pressures of marketing-dictated schedules and escalating costs can lead to these being unfortunately ignored. No specific qualifications are needed to get into this area of employment but a decent grasp of English is a boon as regular reports have to be written and the exact position of hard-to-find bugs nailed down for the programmers find.

Starting wages are not stratospheric (about £9,000 to £11,000), and when a game is nearing its deadline the hours can be prohibitively long, but (unlike magazine publishing) a great many employers pay decent overtime wages, so the lack of a social life can be made up for by a massive blow-out come the end of the month.

After working up the ladder to Senior Tester the way is open to become a Producer (which is worth from £20-35K a year) and ultimately Product Manager, a more co-ordinative role with a big-arse salary to match. Vacancies for testers are fairly hard-fought as it is a desirable job for the man on the street, so the CV stage is particularly important – things like working in a games store, writing reviews for fanzines and so on work very much in your favour.

> "...you do need a real passion for games and patience because you could be testing the same game for months..."
>
> James Featherstone, Zidos Interactive

As more and more titles are translated into a wealth of different languages nowadays for separate territories an accordingly greater number of testers will be needed, as each incarnation must be played through in its entirety to ensure no daft side-effects of the new text or speech have appeared, although don't worry if you can't speak Dutch or whatever as a fully translated walkthrough is usually provided. ▶

Boffin Bloke

Dr. Andrew Perella is Programming Manager at Eutechnyx, and was kind enough to take time out from developing the groovy-looking *Le Mans 24hr* to talk to us...

STATION: Can you briefly outline the career path you took to get to your current position?

AP: I've always had a lifelong interest in computer games and games in general. As far as academic qualifications go, I have a 1st class hon. Mathematics degree from Durham University and I'm also a PhD Mathematics. I came to Eutechnyx straight from University.

STATION: Do programmers that are responsible for undeniably iffy games not get offered further employment or is talent at such a premium it doesn't matter?

AP: We do not employ anyone who's previously worked for another developer. On the occasions when we have done this, we found they were too set in their ways and didn't fit in with our development ethic. Most of our staff come straight from higher university degree courses, although we always look for people with a lifelong interest in computer games.

STATION: How much creative input do you have during a game's development, and do you sometimes feel occupationally akin to a session musician?

AP: All staff at Eutechnyx have creative input, however programmers have more than most. As projects inevitably get bigger, we can no longer just 'make it up as we go along', so a lot of our time is spent in development meetings discussing what exactly the game should be about and what we want to achieve and everyone in the company has their comments noted.

STATION: Where do you see yourself a few years down the line?

AP: Here at Eutechnyx working to ensure we are the UK's Number 1 developer! S

Basically the prime requirement to be a tester is a systematic and logical approach to problems, alongside a high degree of patience as you'll be playing the same game for sometimes weeks on end. However as an entry-level job it gets you in at the sharp end of games development quickly and without the need to do a degree or similar.

Get With The Program

Back in the day of the Spectrum and C64, the programmer fulfilled virtually all possible roles, but those days of the solo auteur tapping away in his bedroom are sadly a distant memory. A typical game nowadays needs a team of about ten individuals to piece the code together with a wide range of jobs falling under the umbrella title of 'Programmer'.

Designing the game code that deals with how everything happens in the virtual world requires at least degree-level knowledge of the programming languages C+ and C++, and as the industry is extremely deadline-driven and there is very little time to train people up an awful lot of vacancies are only open to someone with a game already under their belt. This means that it can be pretty hard to get your 'foot in the door', although a home-made polygon-shifting routine or showreel animation could sway a prospective employer into giving you a crack.

University BSc courses in this field on average require you to have two or more A-Levels earning at least 18-20 points (ie. 10 for an A, 8 for a B, 6 for C and so forth) plus probably Maths and English GCSEs at C grade or above. While there's sadly no dedicated game programming degree any more, most universities offer something along the lines of 'Computer Science' or 'Software Engineering'.

The financial rewards for a programmer can be attractive from almost the word go, with salaries ranging from at least £17K for a graduate and up to £40,000 plus for a proven whizzkid.

If you're a bit less of a propellerhead then a 3D Model Artist is possibly a more attractive and attainable prospect, particularly as ever-increasing numbers of polygon-drawn games require someone to sit there and design every single object you see. Good spatial awareness and visualisation skills are a must, alongside an eye for design of the fairly unusual, considering how strange some games can be. A degree in Graphic Design or something similar will probably do the trick but there are more specific courses dedicated to modeling, animation and suchlike that will add an edge to your CV.

A glance at the recruiting pages in a certain high-falutin' rival magazine will confirm just how much of a skills shortage there is in these areas, so with the right letters after your name and an impressive sample of work a job shouldn't be very far away.

"MOST OF OUR STAFF COME STRAIGHT FROM HIGHER UNIVERSITY DEGREE COURSES, ALTHOUGH WE ALWAYS LOOK FOR PEOPLE WITH A LIFELONG INTEREST IN COMPUTER GAMES."

Dr Andrew Parella, Eutechnyx

IT'S A SCOOP!

Of course, we at STATION are particularly fond of this next career path, – why not become a journalist for one of the oh-so-many videogame mags that have sprouted ▶

Hot Hack

James Gale is Reviews Editor of our brother PSX publication Total PlayStation. He has been a games journalist for three years.

STATION: Was videogames journalism your career of choice, and how did you get into this line of work?

James Gale: To be perfectly honest with you, I stumbled into the games industry by chance. Having done freelance work for film publications and horror movie fanzines I fancied myself as the next Barry Norman, but a chance meeting with an old school friend pointed me in the direction of Rapide Publishing and the rest is, as they say, history.

STATION: What are the main plus points and serious disadvantages of being a videogame hack?

JG: Hmmm. I'll start with the bad news and the most obvious disadvantage – the huge work load and bloody deadlines. It seems that no matter how well planned, nothing runs smooth. Release dates slip at the last moment, cover art fails to turn up until the zero hour – the list continues on a downward spiral quickly followed by my sanity. It may seem like a piece of cake on paper, but believe it or not this is actually one of the most stressful jobs out there and yes, tempers do get a little short at times. Thank God the pub is only down the road and Marlboro make cigarettes.

The flip side of the coin, fortunately, makes everything worthwhile. Foremost on my list of plus points is that when things do pan out the feeling is great. Picture this: the latest issue of the magazine you have toiled over for the last 28 days is there cradled in your arms, the feeling of satisfaction is amazing; all your effort in tenable form, cool. For example (to hark back to my STATION days) after some touch and go moments, to finally hold the first issue in my sweaty grasp gave the entire team a real sense of achievement – rare in most other vocations. As I wipe away a tear, I'll have to mention those crusading piss artists and general all-round top individuals the PR person. These envoys of entertainment, travelling the country to sell us on their latest title with the help of a slap-up meal and a s**tload of beer are always a welcomed sight especially when the wallet is empty.

Blagging is also a bit of bonus, with a mountain of free stuff building up in the corner of the office I will never be short of a logo covered T-Shirt, baseball cap, key-ring, bag, pen, torch, underpants etc, etc. Which is nice.

At the end of the day this is a great job with a the crappiness easily erased in light of the good bits, but most important on the whole it's bloody good fun, and damn sight better than selling wine in Tesco!

STATION: Do you ever get sick of playing games, and do you play them at home?

JG: Yes and yes. I do get really sick of playing of games, in the same way a porno actor would get sick of shagging. I have completely overdosed, tainting my palette and turning me into a bit of cynical git. The first lesson that all computer journos learn is that the vast majority of software is utter arse. Each month the postman delivers yet another package of monotony, another beat 'em-up, racer or platform game promising to deliver the goods and falling right on its bum. Yet lurking in this sea of averageness are those games that stand out, striking you right between the eyes, demanding your attention instantly and when discovered this single title will restore your faith completely. Recently *Silent Hill* and *Metal Gear Solid* have dragged me back into the scary world of nights spent huddled over my TV saving the world, making the pub and my long suffering girlfriend a distant memory.

As for taking my work home with me, I have a confession to make, with the exception of the above games most of my home gaming is done on the N64. Games like *Mario 64*, *Goldeneye 007* and *ISS 64* have been responsible for my conversion to the enemy, but as I have already said my PlayStation is hardly gathering dust.

STATION: Where do you potentially see this job leading your career?

JG: Regarded as one of the gobbiest gits in the office, I'd love to move on into the PR side of the business, although my liver would probably hate me even more. Wherever I end up I would dearly love to keep a hand in the writing side, so fingers crossed I'll be thrusting my opinions down your throats for quite sometime to come! S

image doctor

Asam Ahmad is the particularly verbose European PR Manager at THQ.

STATION: What career path did you follow to arrive at your current job?

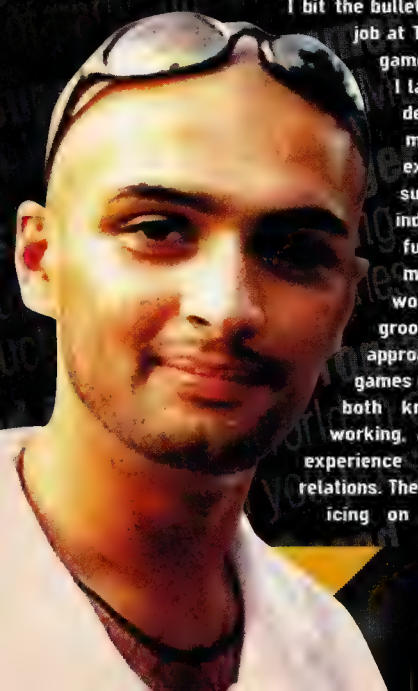
AA: I started in the games industry in 1991 at the age of 18, more by chance than any specific desire, but realised it was going to be a hard slog to get where I am now. Being a computer enthusiast and a cocksure gamer, I used to attend various computer shows. At one particular show for the Amiga I ended up at the Future Publishing stand giving my tuppence worth on how I believed my magazine of choice, *Amiga Format*, could be better. My victim turned out to be the publisher, Greg Ingham, who suggested that if I had ideas, I should try my hand at writing.

I had only just completed my A-levels and was firmly rooted in the idea of University, so a job at *Amiga Format* came as a surprise. The summer break gave me time to move to Bath and ensconce myself in the workings of magazine writing which I enjoyed immensely: it was a buzz!

But I knew that University would also be essential in the long term, so moved to Manchester in pursuit of my mortar board and hedonistic escapism using education as a cover. Between sleeping and, er, more sleeping, I dutifully freelanced, which luckily supported my indulgent lifestyle rather royally.

On completion of my degree, I returned to the life of a journo, but this time attracted by the beauties on Bournemouth beach as Games Editor for *Play*, Paragon Publishing's specialist PlayStation magazine in 1995. I soon realised that whilst I enjoyed journalism within an industry that effectively combined one of my favourite hobbies knew that there was much more in the media arena to explore and work through. The next step for me was PR.

As a division of marketing, it was a logical step to choose for a more varied and diverse career path – let's face it, you can only go so far in magazines: to Editor then, well what next, and for how much more? I looked around the industry for jobs in PR and saw that all the GOOD jobs required that in order to work in-house I would need some kind of PR experience. I needed CV fodder. Whilst the transition from journalist to PR is sometimes seen as an easy one (it's just the other side of the fence, surely?) it amounted to much, much more.



I bit the bullet and took a relatively low paid job at Talk Loud PR, an agency covering games and other FMCG brands – hell, I launched a children's magazine, a deodorant range, a website and more, before gaining the experience I needed to make it successfully back in to the games industry as an experienced and fully fledged PR dude. Having had many contacts in the industry, word soon got around that my grooming was complete, and I was approached from a few sides by games companies needing PR staff, that both knew the journalists' way of working, and had actual knowledge and experience of the needs of real public relations. The degree in media studies was the icing on the cake. THQ had a very interesting story behind them, particularly as a perceived underdog in the industry, and I joined them a year ago as European PR Manager, and haven't looked back since.

STATION: What do you see as the main plus points and major disadvantages of being a PR chap?

AA: The transition to the 'dark side' wasn't without difficulties. But the advantages totally outweigh the disadvantages – for me anyway. Take for example the concept of not having to work late or weekends, earning far more money, driving a fancy sports car, having a company credit card to take out journos, eating at fancy restaurants. The list goes on! Hehe.

But it ain't all rosy – you do need to be skilled in the art of steering conversation, be able to tell bare-faced, er, untruths (we don't lie), ensure journalists are aware of specific issues with games and it can be quite stressful on occasions when there is a media crisis to handle – take for example a bad review or ill-informed comment in the national press about your company, then you're on call 24 hours a day to steer press, get quotes – damage limitation. Thankfully this is not an issue that occurs regularly in the games industry, but if you look at the press that games like *GTA* and *Carmageddon* received, the last thing you wanna be is a PR dude in the front line.

> "THE ROLE OF PR IS VERY DIVERSE AND ASIDE FROM DEALING WITH PRESS PUBLIC RELATIONS ALSO INVOLVES MANY ACTIVITIES SUCH AS EVENT MANAGEMENT, HOSPITALITY ETC."
>
> Asam Ahmad, THQ

STATION: Do PRs deserve the wide-boy/blagger image often attributed to them?

AA: The role of PR is very diverse and aside from dealing with press public relations also involves many activities such as event management, hospitality etc. With this diversity of roles comes diversity of contacts. It's a common phrase that PRs will spout about how they know of someone that could help in certain things, and you know, it's true. By the way, are you in need of a new TV? Heh.

STATION: How do you see the role of the PR changing in the immediate future?

AA: PR really fits in between Sales and Marketing and generally looks after all the things that they can't be arsed with. But the role of PR is becoming more imperative as the games industry is becoming more and more competitive. Traditionally, marketing is called 'above the line' and PR is called 'below the line'.

When you spend a certain amount of money in marketing you can expect a specific result ie. a certain number of advertisement pages in a magazine for your money. Now take that money and spend it taking the journalist on a trip to see the developers, and give them material to write a feature – which is more valuable? The feature of course. Advertisements are valid for giving important information, but it is informed opinion that the public read and ingest. Companies can use PR to 'fill the gaps' that other departments leave holes in.

up like hungry zombies intent on feeding on the legions of new PlayStation, PC and N64 owners?

The first rung on the ladder is the lowly but vital post of Staff Writer, a position that unfortunately brings few immediate monetary rewards (a typical starting wage is around £8000). Some publishers prefer at least an A-level in English but a well-written review of about 500 words will normally get you an interview.

Whilst not involved with producing games per se, being a journo does allow you to play and analyse hundreds of titles at length, experience that could well prove attractive to a megabucks publisher some time in the future.

Editors can earn anywhere between £16,000 and £22,000 depending on the circulation of their magazine, at which point it is sometimes possible to cross over to the production side of the business and work for a games publisher, either in PR (see below and left) or as something more creative. For example, as more titles are bought in rather than developed in-house, the role of evaluator has become increasingly important – judging whether certain games are potential money-spinners or dogs that should be dropped. An evaluator can also be involved in the design of games already underway, with their breadth of applied knowledge adding to the expertise of the purely technical staff. Another boon of becoming a games writer is that you can learn how the machinations of the industry as a whole work, both regarding the games companies themselves and in the cut-throat world of publishing in general.

WHAT THE PUBLIC WANT...

Knowledge and understanding of the above can directly help towards earning a post working as a PR (Public Relations) chap or chapess, whose job it is to liase between mags and their boss software company and promote whatever games are being released so as to secure coverage, much like a 'plugger' does for record companies.

Good communication and social skills are probably the most important elements here, alongside an obvious enthusiasm for games and a smattering of marketing nous for those wacky free gift ideas. The wage packet for this job comes in at around £25-30K, but ironically can sometimes be greater at the smaller, less well-established software houses as they need to push their games more than the competition and are willing to pay for the best people.

PRs are notoriously talkative, so we spoke to two of the industries finest and asked them to tell it in their own words.

IT'S MORE THAN MY JOB'S WORTH

All of the jobs you see above (barring journalism, alas) are also served by recruitment agencies that will take your name and CV and for a fee (which may be paid by the potential employer) will tout you about any companies with vacancies, often before jobs have been made public. Otherwise it's best to scan the more industry-centric mags such as Edge or Computer Trade Weekly for vacancies, or even your local newspaper for writing jobs. Either way the key thing to remember is that intense enthusiasm and an encyclopaedic knowledge of what makes games great is a must, alongside a deep-seated love of videogaming that can see you through the trying times as well as the good and ultimately make the world a less ghastly place to live in. S

Bootstrap Chap

Steve McKevitt is Head of Communications at Gremlin Interactive.

STATION: How did you end up in your current exalted position?

SM: Left University in 1988 with a 'just passed' degree in Politics and spent the next five years playing bass guitar in an Indie band (I'm not going to tell you who it was, but we did have a no. 3 in Belgium. Highest UK chart placing was an 'in like a rocket' no. 98. Coo!). Pay from record company was bad (£40 per week to spend on whatever I liked). Made (some) living writing music reviews/working in an off-licence. 1993 and 'hardly any money' was becoming 'no money', therefore decided to channel my efforts into the only area I knew and applied for job at Gremlin as Staff Writer. Five months later became PR Manager when the world was all 'hobbyist' and '16bit'. Five years later and by a process of osmosis I'm Head Of Communications (which basically translates as spread-sheets and photos of my family on the desk).

STATION: Could you outline what's cool about being a PR but also what the drawbacks are?

SM: The plus points are it's indoor work with no heavy lifting, you get to travel, a nice car and you meet some very interesting people. I suppose the disadvantages are the long working hours, the fact that you spend a lot of time away from home and that, from time to time, we do have to deal with some terrible people.

STATION: Do PRs deserve the wide-boy/blagger image often attributed to them?

SM: While there are those who have earned the wide-boy/blagger image (and I'm sure they're quite happy with it) it's not everybody who works like that, there are some very professional PRs around as well. You should ask yourself why that kind of individual is so suited to PR. It may say less about PRs and more about the people on the mags... Just a thought!

STATION: How do you see the role of the PR changing in the immediate future?

SM: PR is all about the supply of information, the demand for which is ever increasing. There is for example, more information currently available in one, single issue of the *Sunday Times* than the average person living 200 years ago encountered in a lifetime. The implications of all this are two-fold.

Firstly, so-called experts can now only be deemed as such in increasingly narrow fields, while the general public have still only a finite amount of time to take in the salient issues on any given topic. It is the role of the communications industry (including journalists) to successfully bring these two groups together, by organising, collating and managing all this information. It's my opinion that the internet has had a profound influence over the way we work. The PR department is able to react ten times faster than it could have done even a couple of years ago. Now, anyone needing information can be provided with the requisite items within minutes if they're in Sheffield, Stockholm or San Francisco. S

DIAMOND GEEZERS

Did you know that outside of the USA, baseball is most popular in Japan and Cuba? Not many PlayStations in the latter, we'd imagine.

TRIPLE PLAY 2000

PUBLISHER: Electronic Arts
DEVELOPER: In-House
RELEASE DATE: May
GAME TYPE: Sports Sim
PAL Percentage Complete: 80%

EARLY VERDICT

TRIPLE PLAY 2000: For
Nice to look at and infinitely adjustable to your gameplay needs.

TRIPLE PLAY 2000: Against
Baseball is as popular over here as pubes on your Naan bread.

Anticipation Rating: 40%
Really down to the minority interest in the sport itself, but there won't be a huge amount of hype.

FROM LEFT TO RIGHT: 'And it's a long, fly ball...'. Number 25 smacks the ball into the parking lot; a wild swing vaguely in the direction of the ball sometimes pays off. And sometimes they don't.

Despite technically being America's national sport, baseball sits a distant third in the popularity stakes over there behind gridiron football and basketball, with a recent player's strike and generally unsexy image largely to blame. Nonetheless, those efficient bods at Electronic Arts don't like to see a sport unsimulated, so here we have Triple Play 2000, a grown-up game of video rounders shorn of its big-name licence on these shores due to our undoubted ignorance.

The gameplay hasn't really changed that much since the days of *HardBall* on the C64, but the visual elements have advanced significantly, as polygonal players and smart-looking stadia will attest.

> "Pitches can come in the form of rapidly-dipping sinkers and the notorious banana-aping curveball..."

Swing Battabattabattaswing-ah

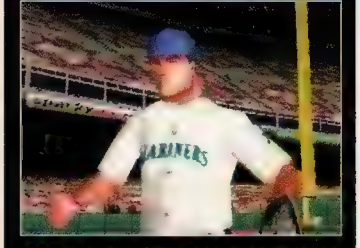
Levels of realism can be tuned to your preference, so everybody from baseball fanatic to utter novice can have a bash without fear of boredom or frustration. Batsmens' stance and alignment can also be adjusted, while three kinds of swing can be chosen, from fielder-deceiving 'bunt' to all-out power thwack that should send a loose ball out of the park. To keep track of airborne strikes a series of chevrons point towards the ball, while an oversized shadow is cast roughly where it will land.

Pitches come in the form of rapidly-dipping sinkers and the notorious curveball, while aftertouch adds an extra element of deception. The intelligent camera will pan and cut to gain the most exciting view, with slides to the plate viewed up close and personal.

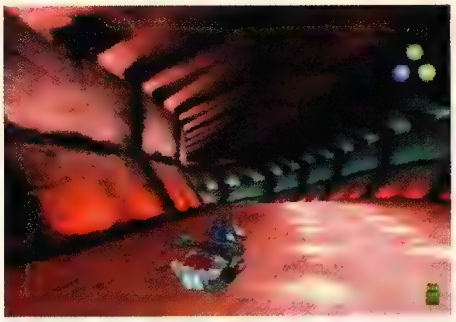
You probably couldn't give two figs, but against all the odds TP 2000 is already surprising fun to have a crack at, and (personally speaking) it's a lot less dull than *Brian Lara Cricket*.

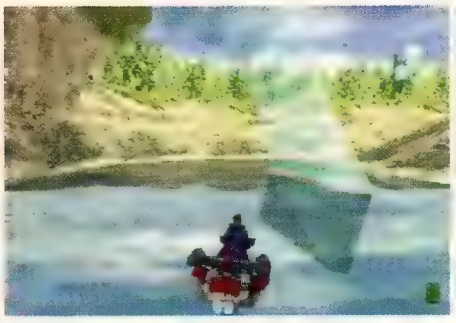
ABOVE: The floodlighting should make for an authentic feel.

STONEY FACED



As is the norm, the athletes wear entertaining yet strangely eerie frozen death-mask expressions, with the moustachioed players looking especially handsome.





DEGREES OF MOTION

Despite past crimes against humanity, it seems Cryo may be about to turn over a new high-velocity leaf.

Years of using underarm deodorant will exact a heavy toll on the planet: global warming and melting of polar ice will cause a massive rise in sea levels, making the world fit only for Kevin Costner. After an interminable period of time, though, the damp legacy of this Ragnarok will recede back into the oceans and mankind can start afresh on the hostile new landscape, mounted on very fast anti-gravity bikes. This bleak vision of the future comes courtesy of Cryo's great white hope 3Sixty, an out-and-out racer in the fine tradition of *WipEout* and the less admirable manner of *Jet Rider 2*. The post-Noah scenario may be pure hokum, but the very early beta we've had a crack at bodes well, especially as it comes from a company whose speciality is *Myst*-esque exploration games with plots that unfold at a pace similar to continental drift.

Pleasing Momentum

There's a familiar spread of nifty looking hoverbikes to select that flit about the tracks with pleasing nimbleness. Obstacles can be flown under or over, while an instant spin control whips the bike through all points of the compass, hence the game's name we assume. Each steel steed is armed with a standard cannon, upgradeable via power cells or awarded for victory. A battery of fairly smart missiles is also at your fingertips.

There are four worlds based around visual themes that include a waterlogged London and a dried-up seabed, each with three tracks and a dedicated combat arena for head-to-head action, plus the now-ubiquitous bonus track. Work is progressing in developer Smart Dog's Leamington Spa studios, hopefully we'll have a review before the weather system collapses in on us.

RIGHT: A post-flood Big Ben becomes a novel chicane to be avoided.

"There is the usual spread of nifty looking hoverbikes to select from that flit about the tracks with pleasing momentum and nimbleness..."

3SIXTY

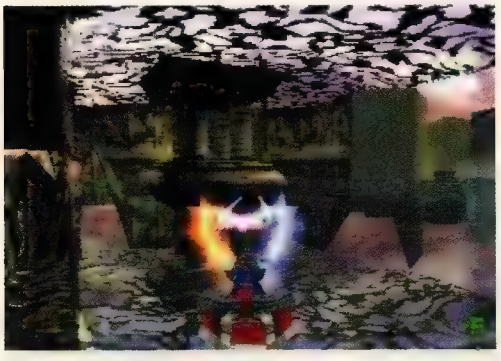
PUBLISHER: Cryo
DEVELOPER: Smart Dog
RELEASE DATE: May 21st
GAME TYPE: Racing
PAL Percentage Complete: 50%

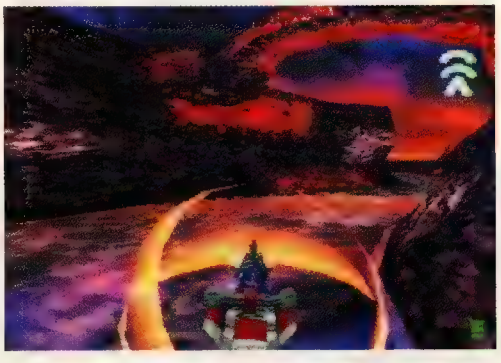
EARLY VERDICT

3SIXTY: For
Smooth and pleasant physics model, with some nice graphical touches already in place.

3SIXTY: Against
Rather similar in look and feel to *Jet Rider* and *Streak*.

Anticipation Rating: 60%
If the all-important collision detection and handling characteristics are executed well, 3Sixty should walk the walk.





LEFT TO RIGHT: These tendril-like fronds of neon energy can be used to ensnare an opponent and do them damage; the foreboding volcanic levels are awash with running lava and rocky outcrops.

Continuing their obsessive/compulsive predilection for sequelisation, here's Electronic Arts' latest attempt to increase market share.

THAT PETROL EMOTION

NEED FOR SPEED: RC

PUBLISHER: Electronic Arts
DEVELOPER: In-House
RELEASE DATE: May
GAME TYPE: Racing
PAL Percentage Complete: 65%

EARLY VERDICT

NEED FOR SPEED: RC: For
The *Smokey and the Bandit*-inspired Pursuit mode is a jape, and some of the exotic cars are top smart.

NEED FOR SPEED: RC: Against
The last *Need For Speed* was scuppered by the arrival of a certain Sony racing game, an unfortunate occurrence that will probably be repeated.

Anticipation Rating 75%
If the handling physics are up to scratch there will be plenty of people looking forward to this.

LEFT TO RIGHT: The serene calm of this winter wonderland is irreparably shattered by these two automotive hooligans.; the Ferrari 550 Maranello looks especially striking in purist-baiting canary yellow.

We know that the driving game ghetto is ruled by a handful of über-titles that mercilessly pummel any pretenders to their rubber-streaked throne, a revered few whom we are too polite to list yet again. The previous *Need For Speed* games, needless to say, weren't among these exalted ones, and were consigned to the range of also-rans. Never onees to be daunted by opposition, EA has come back fighting with its gas-guzzling brand, a Europhile counterpart to *Test Drive*'s Yank muscle car fixation.

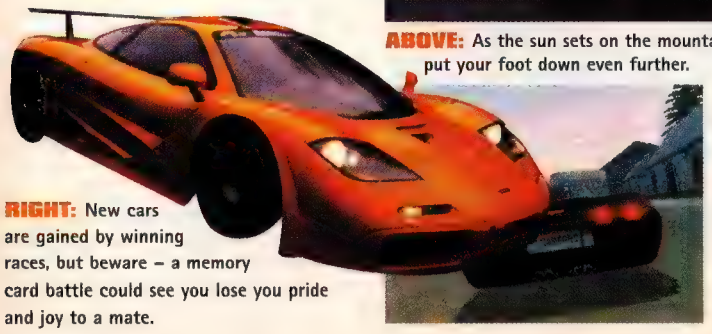
There's a sexy spread of big-wallet vehicles tearing up countryside around the globe, from humble hairdresser's cars, such as the BMW Z3, through to rare powerhouses like the Mercedes CLK GTR and whale-tailed McLaren F1LM. Long circuits mean that you can take in plenty of scenery, although keeping an eye on the erratic driving of the CPU opposition is a more sensible option, as they have alarming tendencies to barge each other off the road and/or crash heavily in your face. Proper damage deformations and roll-over crashes are also a prominent feature, and considering these are real cars licensed by proud manufacturers, a welcome surprise. A reasonably tweakable technical set-up and sampled engine tones will keep the petrolheads happy.

> "...you can take in plenty of leafy scenery, although keeping an eye on the erratic driving of the CPU opposition is a more sensible option..."

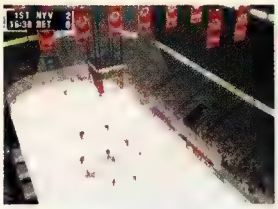
ABOVE: As the sun sets on the mountain trail it's time to put your foot down even further.

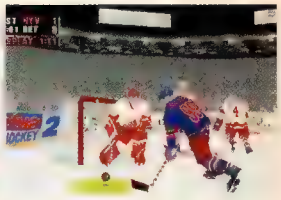
I Fought The Law...

Unlike other racing games your recklessness doesn't go unnoticed by the long arm of the law: the fuzz can be set to Hot Pursuit mode if desired, while if you tire of running from justice, switch roles and become a cop. Particularly pleasing if you bear in mind that on the autobahn you drive a Porsche 911 panda and in Italy it's a blue light-flashing Lamborghini Diablo! Being a law-abiding citizen has never been so much fun...

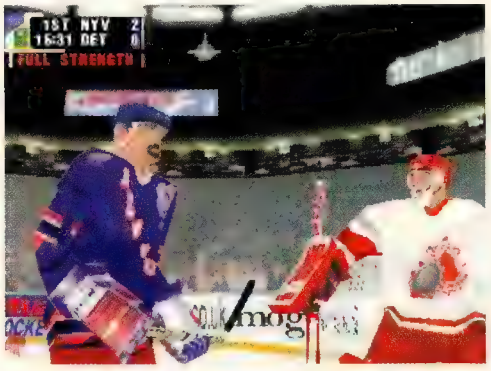


RIGHT: New cars are gained by winning races, but beware – a memory card battle could see you lose you pride and joy to a mate.





FROM LEFT TO RIGHT: High up above the ice rink, the level of detail is still apparent.; as this close-up shows, the level of realism in the texture mapping is amazing – you may recognise players from the Sheffield Steelers!; all the clothing for the players has been created by Gremlin's band of designers, following the colour schemes and styles of real life Hockey; just like the real game action is fast, frenetic and more often than not, totally confusing. Especially near the goal mouth.



ANYONE FANCY A PUCK?

Fast, frantic and you need to wear a lot of padding to survive. No, it's not putting together STATION each month...

RIGHT: A special tracking system has been included to keep up with the action by following the puck closely.

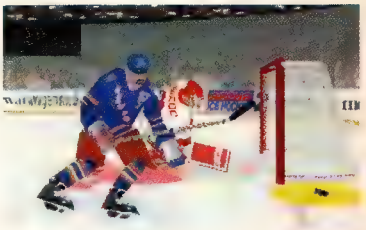
Those Americans have got a lot to answer for. Destroying the Queen's English, junk food and worst of all – coming up with crazy sports that go on to take the world by storm! Ice Hockey is a prime example. Once the game of English finishing schools, they had to put it on ice, ramp up the speed and dress in padded suits and helmets. It makes for an exciting match though, so perhaps they can be forgiven – this time.

Previous attempts to bring Ice Hockey to the PlayStation haven't been anything special. This latest from Gremlin's Sheffield headquarters looks put all that right, though.

Local team, the Sheffield Steelers have been used to collate all kinds of motion capture and artificial intelligence data. Motion capture is nothing new, but Gremlin have developed a system they call 'True 3D', also used in *Actua Soccer 3*, which allows every player to be individually texture mapped and animated to a higher degree than before. Add to this a comprehensive list of Pro Hockey statistics: over 770 players and 31 teams; instant action replays with slow-motion; realistic playing styles and traits and a TV-style presentation system replete with anchor man and you've got one hot game!

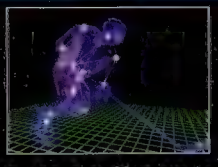
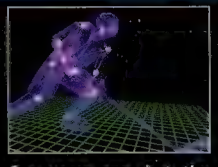
The sound hasn't been ignored either, with the inclusion of 'Ambient Realism', a Gremlin system which allows the crowd to respond interactively. The tunes are provided by Glaswegian underground band Mogwai, giving a harsh sound ideal for fisticuffs on the ice.

Rest assured that the game will also allow plenty of fighting, too. Ice Hockey wouldn't be the same without a hockey stick sword fight or two!



"...Gremlin have developed an original 3D gaming system they call 'True 3D'..."

VIRTUALLY YOURS...

Realism in sports games was a problem up to a few years ago, but the advancements in motion capture technology has really pushed back the frontiers of computer animation.In these three shots we can see how the motion capture process looks on-screen. As the real-life players slide around, sensors on their joints are tracked. It's the way this data is then processed and turned into PlayStation code that affects how realistic the finished result is – and Gremlin have got this down to a fine art.

ACTUA ICE HOCKEY 2

PUBLISHER: Gremlin Interactive
DEVELOPER: In-House
RELEASE DATE: May
GAME TYPE: Sports Sim
PAL Percentage Complete: 80%

EARLY VERDICT

ACTUA ICE HOCKEY 2: For
The level of realism offered in Actua Ice Hockey 2 is said to be second to none. This should please all armchair hockey fans! Whoever they are.

ACTUA ICE HOCKEY 2: Against
Your health would benefit more from playing the real sport, not the joypad-junky equivalent!

Anticipation Rating: 75%
The longer a console is around, the better the sports games get. Actua Ice Hockey 2 should be the pinnacle of Ice Hockey games!

DRiViNG ALL NiGHT

Some say the sequel is long overdue whilst others disagree. Infogrames look to reclaim their crown at the summit of the racing pi

V-RALLY 2

PUBLISHER: Infogrames
DEVELOPER: In-House
RELEASE DATE: June
GAME TYPE: Rally Sim
PAL Percentage Complete: 50%

EARLY VERDICT

V-RALLY 2: For

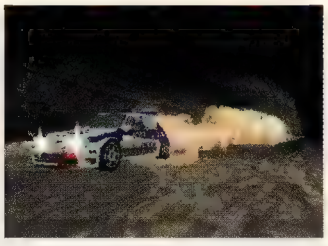
V-Rally already has an established fan base, and now there are more cars better graphics and a far more realistic feel.

V-RALLY 2: Against

Doesn't offer the realism and overall quality that something like *Gran Turismo 2* will probably give us.

Anticipation Rating 90%

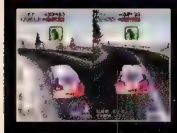
The name itself will ensure a big hype build up, and fans will have high hopes already.

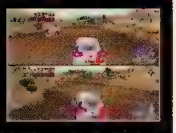


FROM LEFT TO RIGHT: No matter how badly you have done, the chequered flag is always a welcoming sight; deep in the tunnel the headlight effects look excellent; the use of new-fangled particle effects like this dust cloud is a welcome addition.

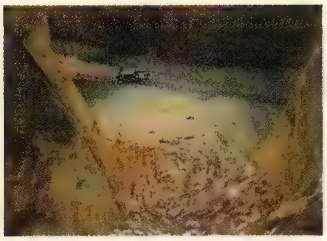
A couple of years ago, when the Sony machine was still finding its feet in the console market, Infogrames leapt aboard the accelerating gravy train and introduced us to a game that once, and still for some, encapsulated everything one could want from a racing simulation. It plucked you from the mediocre realm of everyday life and placed in your hands a throbbing leather wheel controlling the powerful throws of a snarling rally car engine. You had rivals to do battle with and a series of terrains to accustom your driving to. It was the PlayStation's answer to the mighty *Sega Rally* and, at the time, managed to excite all sectors of the industry. Sadly, the original is looking a little dated by today's standards as a new breed of racer sweeps through the genre. Car physics and dynamics have been greatly enhanced and complement revolutionary mapping and texturing, the genre has moved on considerably. Sporting a new budget price, *V-Rally* has slipped quietly into the platinum range and is still charting reasonable sales figures, but for the new generation Infogrames have given their original starlet an all body makeover. V-Rally 2: Championship Edition looks likely to prove the cyclic nature of history and once again show the 'V' sign to the software industry.

SPLiT DECiSiON





Apart from a single player mode, there is also the reappearance of a multiplayer game. The screen can be split either horizontally or vertically to suit your own preferences.



FROM LEFT TO RIGHT: The stylish and spoilered Peugot is bound to snap virtual knicker elastic; broadside four-wheel skids are of course mandatory for success (and posing potential); the landscapes capture the same mossy naturalism that made Colin McRae Rally so convincingly real. Infogrames have watched and learnt.

The 'V' Sign

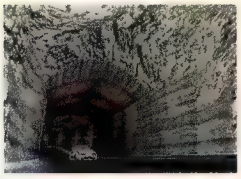
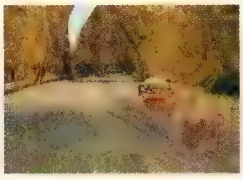
Based loosely around the original, V-Rally 2: Championship Edition once again offers you the chance to experience the thrills and spills of world rallying. Choose to drive one of 20 authentic cars from the championship circuit over a staggering 92 different tracks, and for added realism, each model of car has a unique handling system which is prone to failure and all manner of in-race disaster. Adding to the longevity of the proceedings, a variety of bonus classic cars become available and the usual options to race in a number of different disciplines such as time trial, arcade and full championship simulation are on offer.

In-race features have also been greatly enhanced with specific detail being added to the drivers. The once static pilot is now a versatile cockpit athlete with full movement and authentic behaviour – whether or not the co-driver's nails slice deep into the dashboard as the car loses control at high speed is not clear at present though. The customary selection of driving views and different terrain make a reappearance, but there are far more new inclusions to suggest that it isn't just a clone of the original. Real time car damage such as overheating and exhaust fires provide an authentic experience and with mud and dust staining the sheen of your motor, no detail appears to have been overlooked.

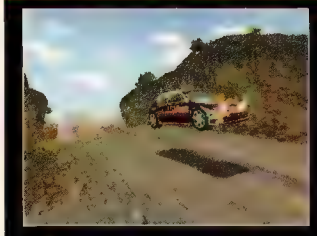
With the success of the now internationally famous *V-Rally* lingering intentionally in the background to vaunt the extravagant modifications and impending delivery of its younger brother, the winning post could be but a few yards away.

V-Rally 2: Championship Edition will be driving into the showrooms around June of this year, and judging by the test drive we have given it, it could well be worth taking for a spin.

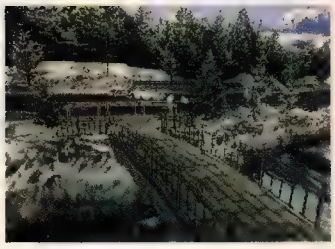
ABOVE: Graphically, the strides the Infogrames team have made since the previous version have been immense. Not only will play better, it will look better as well.

BiG AiR

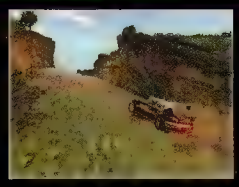
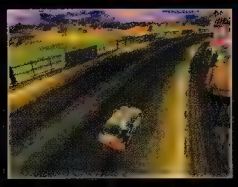
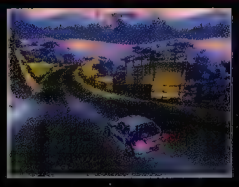


The V-Rally 2 courses are wider and more adventurous than those of the predecessor and sport some of the tightest bends and most outrageous jumps around.



"V-Rally 2: Championship Edition looks likely to recreate history and once again show the 'V' sign to the industry."

GROUND FORCE

Played over a range of twelve different countries, it is no surprise to find varying weather conditions and terrain over the many stages. Snow, fog and dusty hot conditions all make appearances.

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ON THE DEMO DISC:
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Tomb Raider III (rolling)
Tomb Raider I & II

ISSUE TWO
ON THE DEMO DISC:
Abe's Exoddus • Abe's Oddysee
B-Movie • Dead Ball Zone

ISSUE THREE
ON THE DEMO DISC:
Metal Gear Solid (rolling)
Tomb Raider III • Actua Soccer 3
Actua Golf 3 • Actua Tennis
Virtual Lara

ISSUE FOUR
ON THE DEMO DISC:
Akuji the Heartless
Formula 1 '98 • TOCA 2
Music • The Unholy War
Brian Lara Cricket

ISSUE FIVE
ON THE DEMO DISC:
Gex: Deep Cover Gecko (rolling)
Max Power Racing
Player Manager Season 98-99
Michael Owen's WLS '99
S.C.A.R.S • Shadow Gunner

ISSUE SIX
ON THE DEMO DISC:
Premier Manager '99
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Legacy of Kain: Soul Reaver (rolling)

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PLAYED AND RATED

[38] – GEX: DEEP COVER GECKO [42] – UEFA CHAMPIONS LEAGUE [44] – ROLLCAGE [48] – POPULOUS 3 [49] – STREET SKATER [50] – WCW/NWO THUNDER
[51] – CIVILIZATION II [52] – RUGRATS [54] – MONACO GRAND PRIX [56] – GUARDIAN'S CRUSADE [56] – RETRO FORCE [57] – TOMB RAIDER II (PLAT.)
[57] – RUNNING WILD [58] – SILENT HILL [60] – DEEP FREEZE [61] – TINY TANK [62] – SMASH COURT TENNIS 2

PLAYING THE FIELD

In the time–honoured fashion ratings in STATiON are centred about the ever–reliable percentage point. Below is a breakdown of what these scores represent.

95-100%
Videogame Nirvana, digital Enlightenment, a game for all seasons. Anything scoring in this bracket will have to be innovative, exciting, fun and yummily wholesome to even get a look in. Much akin to seeing *Star Wars* for the first time.

90-94%
A superb game that is close to classic status but lacks that elusive and sparkly 'X' factor that makes it completely beloved by all. it's a bit like losing your virginity to a very experienced older woman.

80-89%
Without doubt an enjoyable game, although its appeal is most hotly felt by the archetypal fans of the genre. The gaming equivalent of Mexican food, more or less.

70-79%
Again this will be a decent title but it will probably exhibit at least one niggling flaw that precludes it from high regard. Some will love it, others will turn their noses up, kind of like how *The Fifth Element* movie was received.

60-69%
Starting to get definitely a bit naff by now, with probably several fundamental areas of the game that are sorely lacking. Sort of similar to listening to your local FM radio station.

50-59%
Rapidly approaching the awful den of the Unplayability Monster now, a place littered with scratchy play dynamics, ugly–duckling graphics and grey gameplay values. Best given as wide a berth as sensible people give to Corrs albums..

40-49%
Much like the above, only more so, with prominent cut corners and a sneering disregard for quality. Along similar ethical lines to changing the name of Opal Fruits to Starburst.

20-39%
Anything scraping into this category is not just very poor but shows a knowing and deliberate disregard for the innocent consumer, being obviously deceitful and consciously sub–standard. You know who you are.

0-19%
This unlikeliest of categories can only be filled by a title that's so cruddy it isn't actually playable. If any game gets this mark in STATiON it will be a dark day for the Forces of Justice.

TRUST THE TRIPLE A

The Triple A badge is our personal guarantee of software excellence, and acts as a symbol of all that is good and true in the world. Only the most pea–brained of individuals could hope to dislike a game of this calibre, as it will boast razor–sharp gameplay, brain–melting visuals and epoch–rivalling lastability. We've all got tattoos of the Triple A symbol on our forearms, y'know.

TALKING PAGES

Here is a quick guide to what to expect on the pages of STATiON's Played and Rated section:

- **INFO BOX**

PUBLISHER: Psygnosis **DEVELOPER:** Attention To Detail **RELEASE DATE:** May **GAME TYPE:** Future Racing
NO OF PLAYERS: 1-2 **PRICE:** £39.99 **COMPATIBILITY:** Memory Card, Dual Shock Analog, Steering Wheel

All you could possibly need to know at a glance about the title in question, technical speaking, that is. Who made it, what's it worth and can i play it with a freind?

PLAYED AND RATED INDEX

38 **GEX: DEEP COVER GECKO**
Reptilian cad hops skips and jumps.

42 **UEFA CHAMPIONS LEAGUE**
Twenty two men chase about and then have a bath together.

44 **ROLLCAGE**
Those remote control cars with big wheels go really fast.

48 **POPULOUS: THE BEGINNING**
Innocent primitive humans bend to your divine will.

49 **STREET SKATER**
Boys in large shorts hurl themselves at concrete.

50 **WCW/NWO THUNDER**
Steroid-pumped prats with perms play-act.

51 **CIVILIZATION II**
Innocent primitive humans bend even further to your divine will.

52 **RUGRATS**
Game of the year. For the under-fives.

54 **MONACO GRAND PRIX**
Twenty-two cars chase about and don't overtake one another.

SMALL REVIEWS

56 **GUARDIAN'S CRUSADE**
The screen scrolls, bullets fly, time passes.

56 **RETRO FORCE**
Sickly and deformed playing of roles.

57 **TOMB RAIDER II PLATINUM**
A shapely girl blows away everything that moves.

57 **RUNNING WILD**
Dashing pachyderms, sprinting cats, rushing antelope.

IMPORT REVIEWS

58 **SILENT HILL**
Nameless horrors give you hassle.

60 **DEEP FREEZE**
RPG cum *Metal Gear* clone. Honest.

61 **TINY TANK**
Diminutive gun-toter blows away everything that moves.

62 **SMASH COURT TENNIS 2**
New balls please.

CREAM OF THE CROP

GEX: DEEP COVER GECKO

A flash of tongue, a suggestive quip – it could only be the return of reptilian secret agent supreme Gex, replete with his own *Baywatch* bird in tow, the scamp. Come with us and the scaly bounder through the all-new adventure that could show Spyro up as the pink-skinned wussy he really is.

SILENT HILL

Intense, creeping paranoia and queasy disgust are sensations not normally sought out via the PlayStation, but Konami's fog-bound chiller will stick its nasty sharp talons into your flesh and not let go until you're a tattered corpse.

SMASH COURT TENNIS 2

It's been a deuce of a long time coming but the wait has definitely been worth it. The best tennis game on any platform at last gets a follow-up, with all the juicy gameplay morsels intact and a slew of pleasant new graphical refinements.

• FIRST TEN MINUTES

FIRST TEN MINUTES

Possibly the eeriest first ten minutes ever, with the control confusion made worse by the grinding, pulsating music that lurks in the background.

Do first impressions really count? Is it love at first sight or instant repulsion? Find out here.

• THE COMPETITION

COMPETITION

RESIDENT EVIL
The deserted (almost!) mansion provides a similar atmosphere. And cheeseball dialogue.

RESIDENT EVIL 2
More gun fixated than

Life is full of choices. Whatever the review score, there may be an alternative to the game in question, and this is where you will find it.

• PLUS/MINUS

\+ Genuinely terrifying soun
Adult-themed and matur

\- Suffers from a repetitiv
puzzle structure.
Cripplingly bad dialogue.

Reasons why you should consider this game, reasons why you should be wary.

• SCOREBOX

ple structure.
plingly bad dialogue.

ctive
on-building
a slightly
lying game.

OUT OF 100

83

Rated by Christian Slater

This is what you're looking for. This is the country's most respected PlayStation magazine score: 100% unofficial, 100% unbiased, 100% honest!

EXCLUSIVE!

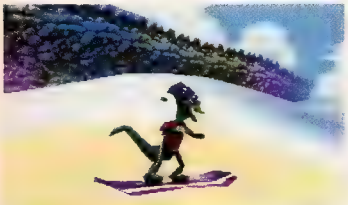
GEX: DEEP COVER GECKO

PUBLISHER: Eidos **DEVELOPER:** Crystal Dynamics **RELEASE DATE:** May **GAME TYPE:** 3D Platform
NO OF PLAYERS: One **PRICE:** £39.99 **COMPATIBILITY:** Memory Card, Dual Shock Analog

Reptilian rogue in Mario beating platform romp shocker!

FIRST TEN MINUTES

A platformer like any other it initially plays like *Gex 3D*. Much like Southampton University, it's not hard to get into and you'll soon grasp the basics.

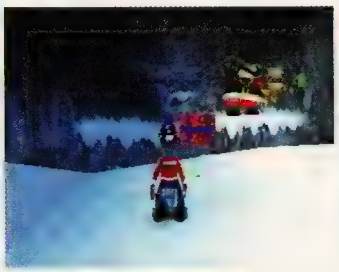


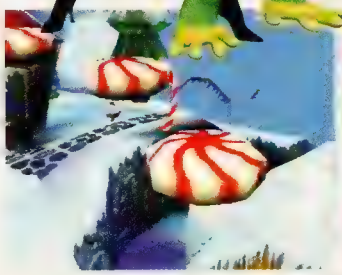
This little green dude's origins can be traced back to 1993 when Crystal Dynamics created a 2D platformer called *Gex* for its own 3DO console; a 32bit machine which few people bought due to a hefty £399 price tag. *Gex* was later ported to the PlayStation, only to be quickly outdated by the stream of superior platformers which were soon to surface. *Gex 3D: Enter The Gecko* (released in April '97) was miles apart from Crystal Dynamics' original incarnation and gained a whole host of admirers – guaranteeing Gex a place in the platform hall of fame in the process. With *Gex 3D*, the US developer had produced the closest thing to *Mario 64* on the PSX, being the first genuine 3D platformer for the console which included a breathtaking attention to detail, as well as an impressive array of individually themed levels, but you know, all this from previous issues already.

New And Improved

The question is of course, what can Gex: Deep Cover Gecko offer that *Gex 3D* hasn't already

LECHEROUS LIZARD IN BAYWATCH TOTTIE RUMPY-PUMPY SHOCKER!

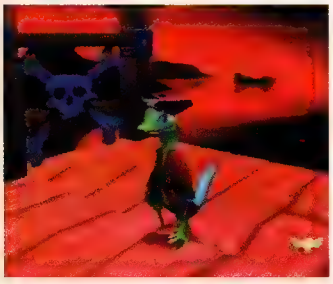




FROM LEFT TO RIGHT: The evil Santa is the first sub-boss you'll encounter in the game, located in the North Pole level; by using the view button à la Tomb Raider you can peer over the edge without falling off; eh gringo, I geev you seex handred pesos for your seesta.

"...in this new adventure we see the reptilian rascal getting suited up in a whole host of pukka gear, including an army uniform, pirate costume, vampire get-up and a groovy looking robot warrior mech suit..."

SNAPPY DRESSER

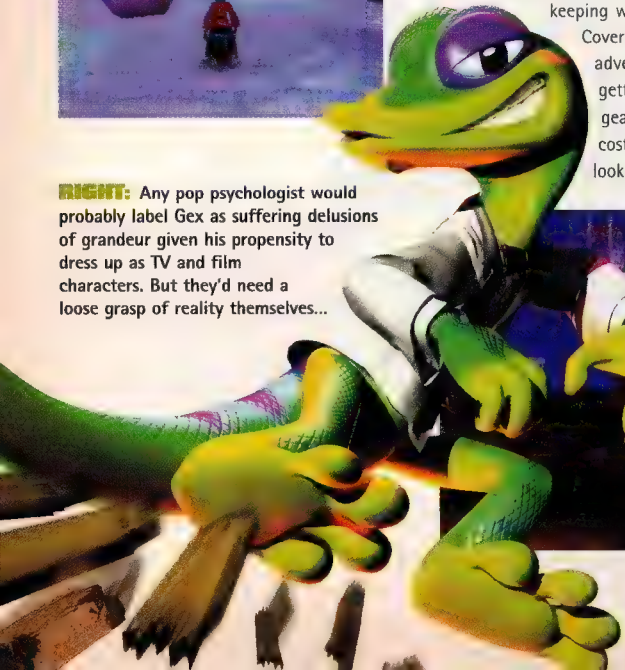


done superbly? Well, graphically there was not a great deal that could have been done to improve upon the last Gex adventure, which was pretty damn slick to begin with. The engine of this new adventure has been overhauled and updated however (as opposed to being completely derivative of the last game), and while it doesn't exactly eclipse its predecessor, it is easily its equal and offers a much larger gaming environment than before with a wealth of brand new levels. The animation of the characters has benefited from the same tell-tale attention to detail that you would expect from Crystal Dynamics: leave Gex standing still for a while and he'll move about realistically in his ennui, craning his neck as he looks from left to right. As with *Gex 3D*, the camera position can be customised to your own personal preference and players can also choose from three alternative views – each with its own advantages depending on the level and task in hand.

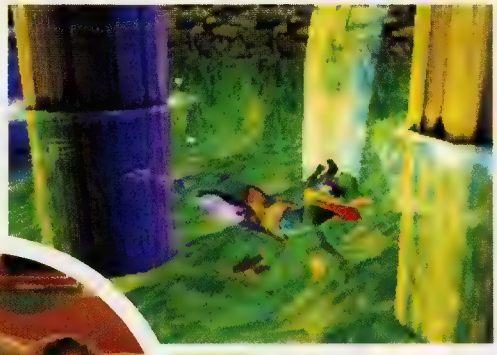
While the control of cameras in the last game was frustratingly awkward at times, it has now been tweaked, making it all much more user friendly.

Suits You Sir

One particular feature which set *Gex 3D* miles apart from the platforming crowd was the fact that Gex wore a variety of different costumes during the game, each one in keeping with the level's particular theme. Deep Cover Gecko is no exception and in this new adventure we see the reptilian rascal getting suited up in a whole host of pukka gear, including an army uniform, pirate costume, vampire get-up and a groovy looking robot warrior mech suit.



RIGHT: Any pop psychologist would probably label Gex as suffering delusions of grandeur given his propensity to dress up as TV and film characters. But they'd need a loose grasp of reality themselves...



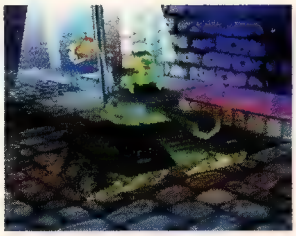
ABOVE: The water's ripple effects while swimming are superb. In addition Gex can now swim underwater for short periods.

Each costume is perfectly in keeping with the theme of the level and both the outfits and surroundings compliment each other superbly. Of course, all of this would mean absolutely nothing without high standards of gameplay so I'm pleased to say that this game is up to scratch in that department too, being instantly playable and highly engrossing; you'll find yourself unable to put it down, eager to discover new levels and unearth some way cool sub-games and enemies in the process.

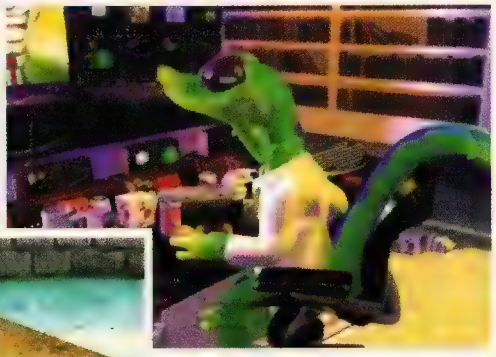
Sub-Game Shenanigans

As is an increasing trend with the platform genre at the moment, Gex 3 features a number of different sub-games which range from snowboarding in the North Pole level, driving about in a tank in the military themed level, gliding in the er, gliding type level and more besides.

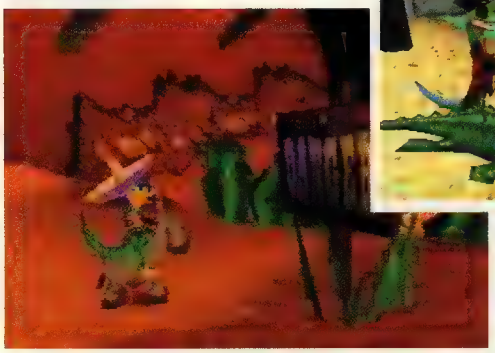
In the first sub-game you will slide about a ski slope on your snowboard, jumping obstacles in your path and wiping out the

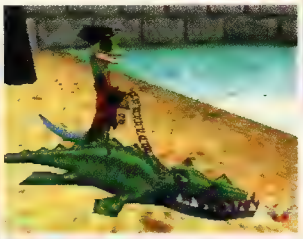


BELOW: The FMA sequences, though short, are both visually charming and intricate.



FROM LEFT TO RIGHT: Saving private Gex – our hero driving a tank in one of the numerous and varied sub-games; on icy surfaces Gex will slip about convincingly alongside Pingu's relatives. Note the reflection off of the frozen surface.





snowboarding enemies along the way. Later on in the Wild West level you will be able to embark on shoot-outs with the enemy, Clint Eastwood style, which provides a more than welcome combination of shoot 'em-up and platform elements.

Each sub-game injects an element of variety to the proceedings although in truth, however enjoyable, they are little more than momentary diversions from the actual game itself.

The gaming area is impressively vast and features no less than 24 levels; included in these are four secret levels, three boss levels and five bonus games. This surfeit of levels should ensure that the game has plenty of life in it and its sheer size could even prove to be of *Tomb Raider* proportions.

Gex Headquarters

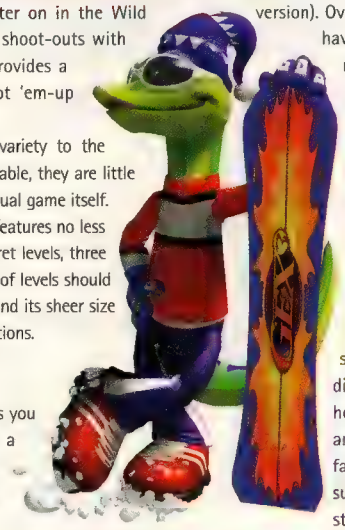
As with *Mario 64*, Deep Cover Gecko requires you to travel to different zones and complete a variety of tasks on each level before you can to progress to the next. Gex's HQ acts as a base from which you can access the many levels and, in the style of *Tomb Raider*, you can even explore the Gex mansion, admiring the many decadent features that the programmers have seen fit to include such as the antique furniture, or the oil paintings and trophies hanging on the walls. The scaly one has always been blessed with a variety of abilities to assist in his explorations, and in this game his actions have been expanded further and he can perform such activities as swimming, scuba diving, riding camels, crocodiles and a whole lot more.

All of Gex's familiar moves are of course in evidence and he can still whip his many enemies into submission with his lethal tail attack move, leap from platform to platform, and scale walls with ease.

Silver-Tongued

As with the last adventure, the levels are packed full of TV and film pastiches, ensuring that the game shares the same tongue in cheek humour which helped to make Gex so successful that time around.

Whereas the last game utilised the vocal talents of silver-tongued devil Leslie Phillips of *Carry On* fame, this time around Gex is voiced by Danny John-Jules, who *Red Dwarf* fans will know better as 'The Cat' (note: this will only be in the UK version). Over 1,000 one liners and assorted wise-cracks have been included which should result in a right old palaver and no mistake (mate).



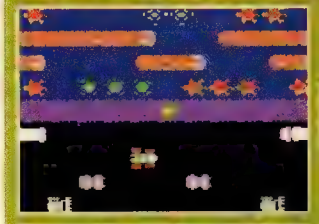
Big Waps

Undoubtedly one of the biggest selling points for the game is the collaboration with *Baywatch* babe Marliece Andrada (our cover girl on issue 5!) who crops up frequently throughout the game, communicating with Gex at his HQ via his James Bond style video wristwatch type gizmo. These appearances take the form of stunning FMA sequences which have been digitised from real video footage of the star herself and will provide Gex with helpful hints and mission briefings. Here at STATION we're fans of *Baywatch* and big waps in general and sure that the video footage of a jug-tastic stunna from crappy early evening TV should provide teenage youths with plenty of stimuli with which to spank their monkeys to once they've completed the game.

In all, Crystal Dynamics do indeed seem to have fulfilled everyone's expectations with this latest instalment of the Gex series and in the process have included an impressive attention to detail which stretches both playability and graphical levels on the PSX to their limits. While for many, *Mario 64* will remain the true 3D platform victor, Gex: Deep Cover Gecko undoubtedly gives PSX owners the best platformer yet on the console and N64 owners a good run for their money in the process – a marvellous game and an essential purchase for all platform fanatics!

"...Gex: Deep Cover Gecko undoubtedly gives PSX owners the best platformer yet..."

THE LIZARD FESTIVAL



COMPETITION

SPYRO THE DRAGON
Sony's challenge to *Mario* displays the PlayStation's capabilities. Too easy for serious gamers.

82%

CRASH BANDICOOT 3
Best of the series showed there was life in the old marsupial yet. Similar to the previous two.

86%

STATION

\+ Graphically superb, vast gaming environment. Bonus sub-games add to the variety.

– Very similar to *Gex 3D*. Tots TV style music can infuriate (unless you're three years old).

Contender for the PSX's best platformer yet.

OUT OF 100

93

Rated by Joe Taylor

EXCLUSIVE!

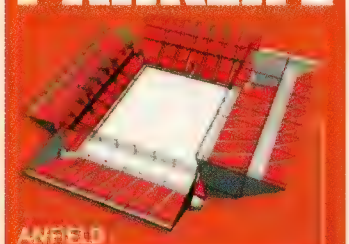
UEFA CHAMPIONS LEAGUE SEASON 1998/1999

PUBLISHER: Eidos **DEVELOPER:** Silicon Dreams **RELEASE DATE:** April **GAME TYPE:** Football Simulation
NO OF PLAYERS: 1–4 **PRICE:** £39.99 **COMPATIBILITY:** Memory Card, Analog, Multi-tap

FIRST TEN MINUTES

Once sucked in by the UEFA Champions League intro and easy to use interface, you find that the small downfalls of *Michael Owen's WLS '99* are still present.

PARKLIFE



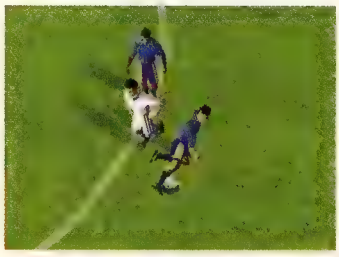
ANFIELD

WEMBLEY

NOUCAMP

UEFA [illegible] models of the most famous European stadiums. Those include the greatest of all, Anfield, as well as the lesser known Wembley and Noucamp stadiums.

***Michael Owen's WLS '99* under a different guise! Have Eidos and Silicon Dreams done enough tweaking to suck in the public?**



Yep, I'm not gonna kid you from the start, this really is *Michael Owen's World League Soccer '99* with the UEFA Champions League licence slapped across it. And as you've probably already sneaked a peek at the score before reading this review, you'll be questioning how such a obvious con has scored so highly. Well, here's the rundown.

MO's World League Soccer '99, although being a great footie simulation, didn't really sell as well as expected. The reasons surely include the releases of *FIFA '99* and *Actua Soccer 3* at around the same time. High scores from almost every specialist press publication and the endorsement by Owen didn't sway the public towards the title, and again *FIFA '99* was the Christmas number one – even though it was the third outing from EA (with the same engine) in one year. This leads nicely to discussion of licences, and how the FIFA tag ensures EA's saleability. Eidos, on securing the UEFA rights, has instantly added credibility to its footie titles – *WLS*, the obvious title to chuck in on.

If It's In The Game...

Silicon Dreams has addressed many (not all!) of the niggling aspects that stopped its *WLS* series becoming the finest around. Atmosphere, a thing that the *FIFA* series oozes, has been cranked up to the max. The crowd animation, instead of being flat and boring, chants to the highest standard. Commentary, another *WLS* downfall, has had a make-over that Carol Smilie would be proud of. In fact, I'll stick my neck out and say that it's the finest commentary to appear on a PSX

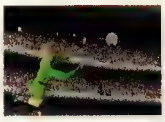
LEFT TO RIGHT: The replay feature is of course present with more camera positions than the mind can comfortably handle.; Liverpool '78 lines one up against Man Utd '68. What a match that would have been!

footie title, excelling even the dulcet tones of Trevor Brooking on *Actua Soccer 2*. UEFA features not only Brian Moore and Bob Wilson but also the crude criticisms of the god-like Ron Atkinson. Before a game is started good ol' Wilson builds up the tension by giving an excellent description of the stadium, including info on famous matches previously played there.

Moore describes play with a passion, and with over 16,000 lines of commentary, repetition is kept to a minimum.

Ball physics, motion capture and all the other technical bollox you associate with footie software are basically the same as *MO's WLS '99*, although the control system has changed slightly. Apparently for the better I've be told by Eidos, but I have to disagree. Don't get me wrong, UEFA's control system isn't bad, it's just been simplified for the masses. *MO*'s made you work, a feature I feel is very important within a football simulation. A skill mode is still included, but again this has been uncomplicated by reducing the number of button presses required.

"...Liverpool fans can take control of such greats as Kenny Dalglish, Alan Hansen and Ray Clemence..."



Licence To Print Money

What the UEFA licence does bring to Silicon Dreams' footie extravaganza is this year's European tournament, and with all the teams and named players available, you really can't go wrong. The television intro is included, with off course 'THAT' music by Tony Britten. And, if you don't support Man Utd or Arsenal, and have no desire to play as one of the European counterparts, don't worry – every European Cup winner from 1960 onwards is included for you to design your own tournaments with. This feature is without doubt UEFA's selling point, and if being able to select from 36 great footie teams of yesteryear isn't enough, you can go one step further and create your own 'All Star' team from their player pools.

I would endorse UEFA to any football fanatic, even if they've previously purchased *MOWLS '99*. With plenty of other options including scenarios and up to 4 players, UEFA will keep any gamesplayer enthralled for 90 minutes easily – and maybe even into extra-time!

RIGHT: Is it a striker from Inter Milan or our very own Ant Grace in the Rapide Publishing five-a-side league. Probably the former I think...

COMPETITION

MICHAEL OWEN'S WLS
Second instalment of the *WLS* series. Rave reviews, but the sales weren't all that spectacular.

FIFA '99
More arcade than simulation, but still fun. Fantastic atmosphere is created by the SFX.

FROM LEFT TO RIGHT: Bobby Charlton receiving a yellow card for an awful tackle on Emlyn Hughes... dirty bastard!; George Best celebrates after sliding one past Ray Clemence – although after seeing the replay he was clearly off-side... cheating bastard!; the normally passive Emlyn Hughes gets his own back on Bobby... and gets sent off! Unbelievable!

STATION

+ Being able to play as Liverpool '77.
Being able to play as Liverpool '78.
Being able to play as Liverpool '84.

− Small bugs still visible from the previous two.
Players still jump backwards to header the ball – weird!

Football devotees will be creaming their pants for the selection of European Cup Winners.

OUT OF 100
90

Rated by Dazza Herridge

FROM LEFT TO RIGHT: Getting big air is no problem at all. Especially if you use the speed up points and turbo boost in conjunction. Just watch out for the landing; there is little more satisfying than the sight of an explosion tearing up the cars in front of you; this is one of the tamer wall rides you're going to encounter.

ROLLCAGE

PUBLISHER: Psygnosis **DEVELOPER:** Attention To Detail **RELEASE DATE:** May **GAME TYPE:** Future Racing
NO OF PLAYERS: 1-2 **PRICE:** £39.99 **COMPATIBILITY:** Memory Card, Dual Shock Analog, Steering Wheel

FIRST TEN MINUTES

All was well until the whole bloody screen started to rotate as my car (I use the term loosely) takes to the side of the wall, then the roof, wildly out of control. This is going to take some getting used to...

MOTION BLURRED

A rather pointless feature if you ask me, but very popular in the office, is the motion blur option. More annoying than not the motion blur attempts to give Rollcage an even greater feeling of speed, which it doesn't really achieve. Shame that.

'Tearing it up like a used lottery ticket', says Judge Jules. Probably.

Speed vs control – a battle that we should never have to witness, yet all but the best racing games regularly trade off one for the other. Rollcage pulls no such punches though – as well as being the fastest racing game I've ever witnessed, it's also one of the most controllable.

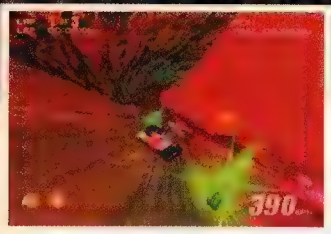
At first, however, it feels like you'd have more control drunk in charge of a Nissan Cherry on a skid pan after fitting a pair of racing slicks. Yes, the learning curve is steep. But with good reason. The decidedly un-average vehicles make Rollcage more than your average racer. In fact, I'd even tout it as a brand new driving experience!

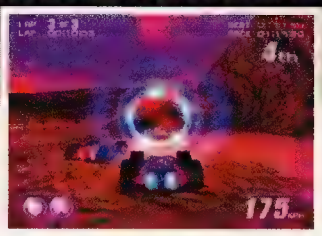
Why though? Well, the cars have the uncanny ability to drive on walls and ceilings which makes for some highly disorientating three sixty degree racing. They can drive at high speed no matter which way up they are and taking to the roof of a tunnel is an intrinsic aspect of Rollcage's gameplay. This all makes the racing very hectic, even more so than *WipEout* – entering a tunnel at four hundred mph and taking to the ceiling to hit a speed up point is easier said than done. Why? Because the second you go past ninety degrees on the ▶

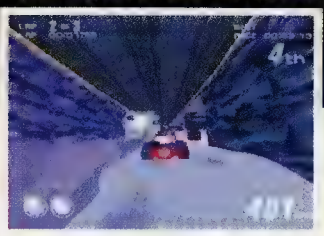
ABOVE LEFT: The incredible camera angles keep your eyes on the action even when your car turns completely over.

"The decidedly un-average vehicles make Rollcage more than your average racer. In fact, I'd even tout it as a brand new driving experience!"

BELOW FROM LEFT TO RIGHT: This shot demonstrates the different angles you have to cope with; the in-car view. Not a lot to say except bloody impossible to control; this handy little power up allows you to swap places with other cars on the track; exit a tunnel up side down and things get confusing when you hit the open air.





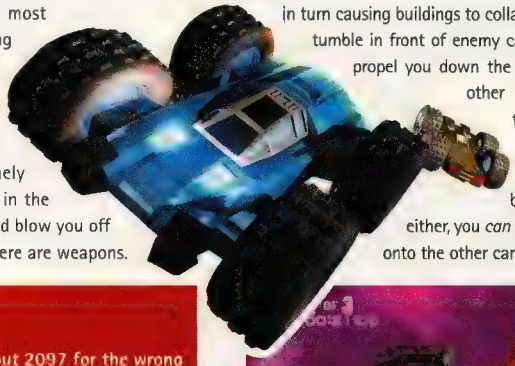


ABOVE: The Super Bowl track is simply a huge oval in which you can reach some absolutely ridiculous speeds.

wall, control is a problem as your brain becomes wildly disorientated by the change in the horizontal axis.

Mass Destruction

This, and having to deal with five other rocket fuelled cars on the track makes for some of the most adrenaline pumping racing to date. The other vehicles, all driven by a rag-tag crew of future types, are extremely intelligent and they'll use every rule in the book of dirty tricks to take you out and blow you off the track. Oh yes, by 'blow' I mean there are weapons.



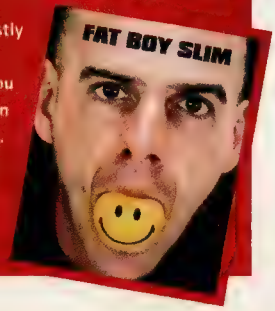
And not weapons on the scale of machine guns and simple rockets either. I'm talking weapons of Dick Rambone's knob proportions. Anything from cruise missiles and rockets to fire bombs and warp thingies can be collected and used to wreak untimely hurt on your opponents. This however, isn't the main use for the arsenal at hand. Instead of concentrating your fire on your opponents, the idea is to blast the *Apocalypse Now* out of the surrounding scenery, in turn causing buildings to collapse into the road, boulders to tumble in front of enemy cars, and mighty explosions to propel you down the track at whiplash speeds. In other words, unbridled destruction that looks and sounds like nothing you've ever witnessed on a racing game before. Oh yeah, don't worry either, you *can* still rain explosive death direct onto the other cars.

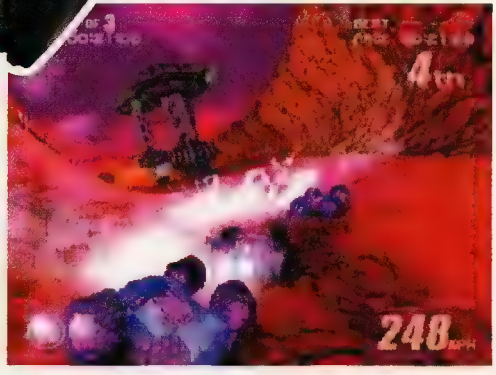
SOUNDTRACK HEAVEN

Okay, I may be a sucker, but I was one of the many people who bought WipEout 2097 for the wrong reason. What reason I hear you ask? Well, the music of course. And admittedly it was astounding – real music gracing a superb, if a little impossible to play, future racing game. The fad passed though, and only a select few games have lived up to WipEout's musical standard, and most of them have come from the Liverpool lads anyway.

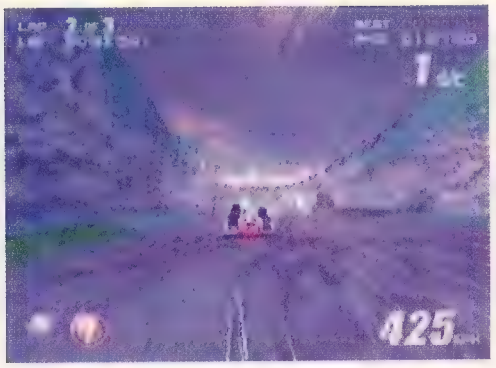
Psygnosis' latest future racing game tries the same trick and I honestly have to say that the result is the best game soundtrack ever. Period.

Stonking breakbeat tracks, paranoid drum & bass and funk so strong you can stick a pair of speedos on it and call it Mr Universe. A host of modern day dance heroes offer some of their finest moments from back catalogues. Some you'll know, others are a little more left of the middle, but whether you recognise the names or not, if you have a modicum of musical taste you're sure to agree with me that the Rollcage soundtrack rocks.





ABOVE: Things get pretty hectic when there's more than one car in the area at the same time. As you can see, confusion often reigns supreme!



LEFT TO RIGHT: There are plenty of secret routes out there, but you're usually going too fast to find them; it looks misty because I've just driven through the tail end of a nuclear sized explosion.

To The Top

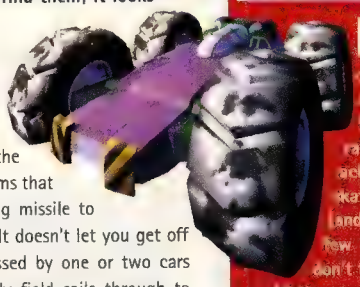
Going back to the top, another fight that Rollcage laughs in the face off is speed vs visuals – no amount of graphical detail has been sacrificed to keep the frame rate up to a maximum. Every aspect from the cars, weapons and explosions to tracks and scenery has been lovingly crafted into an outstanding pixel perfect racing environment.

The tracks, of which there are around fifteen (plus mirror mode) are spread over four separate areas. These range from the dark-night cityscape of Neoto and the sun drenched coastal roads of Harpoon to the snow and ice laden proto-industrial Sapphire tracks and barren, volcanic waste of the Outworld. All of the environments offer up tracks from the smooth and sublime to the deviant and twisted joy-pad killers that are liable to make you worm food a few years earlier than you were probably expecting, thanks to the sheer stress and frustration they awake in you. Still it's all in the name of fun isn't it?

Fun Vs Frustration

Isn't it? Well at times it doesn't seem that way, and here is where we come to the only apparent flaw in Rollcage: there are only two difficulty modes. Not the end of the world you may think, but when the gap between Easy and Hard is bigger than Dick Rambone's knob (there it is again, something Freudian is happening here), things become very frustrating. It'll take you a couple of days to get to grips with the controls and beat the Easy mode. But stick it on Hard and it feels like the programmers have taken out a personal vendetta against you. Your opponents gain enough intelligence to wipe the floor with grandest of Russian chess-masters and it seems that you're eternally locked out of Lady Luck's pants.

The odds are apparently also unfairly (and artificially I might add) stacked against you. Struggle against all adversity for four laps to lead the pack onto the home stretch and it seems that every car behind has found a homing missile to drop on you ten yards from the line. It doesn't let you get off lightly either. You won't only be passed by one or two cars when this happens, the whole bloody field sails through to claim victory over you! This *is* actually as bad as it sounds but it does compel you to struggle in the face of adversity, it just takes a portion of the fun out of things.

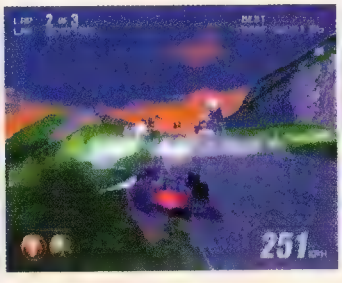


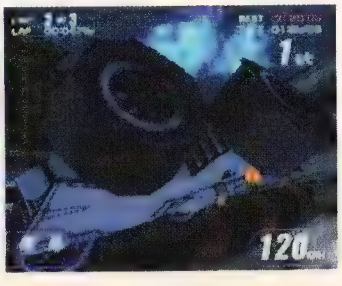
"...not weapons on the scale of machine guns and simple rockets either. I'm talking weapons of Dick Rambone's knob proportions..."

Future Perfect

Difficulty aside (it might just be that I'm crap at games anyway), Rollcage is every bit the perfect future racing game. Then again, there's no reason why it shouldn't be – Psygnosis is the crowned king of this genre so it certainly has the pedigree. Something else Psygnosis lead the field in is in game music, and it has to be said that Rollcage contains the best soundtrack I've ever heard. With people like Fatboy Slim, E-Z Rollers and Ed Rush at the mixing desk, expect your ears to be invaded by a deep & funky sonic armada from the word go. The music quality is most definitely the icing on a very tasty high speed cake, though, as Psygnosis really has managed to marry every aspect to make Rollcage one of the most playable, addictive and downright exciting games I've come across for some time now.

What with *Global Domination*, the announcement of *WipEout 3* and now the superb Rollcage, things may be looking up for Psygnosis. And on that note let me leave you with a few more (probable) choice words from our man Mr Tong, 'Like toilet paper, Psygnosis are on a Roll(cage)'. Sorry.





THE CAR'S THE STAR

In line with the future racing game blueprint, our racing hero's give off an air of cool that Formula 1, or any other racing drivers could never achieve. There's a cool skate-kid, a couple of sexy (and not so sexy) babes and a few regular hard guys who don't take losing lightly.

All the cars are very similar in design with the only aesthetical difference being colour. When you pop the hood though the difference becomes apparent. Some cars have grip and strength traded off against speed and acceleration. Others are simple speed rockets, but one nudge and you're out. The difference in the cars can be felt out on the track which means you'll have plenty of fun trying to find the right one to suit you.

COMPETITION

WIPEOUT 2097
The previous best future racing game, similarly with a rockin' soundtrack.

STREAK
Ridiculously fast but lacking graphical flair.

STATION

Lightning fast racing gameplay. Block rockin', speaker bustin, bassbin snortin' soundtrack.

Not quite enough circuits. Hard level is just like, oh, too hard.

TRIPLE A TITLE

Superb comeback from the Psygnosis boys causing a shattering sensual overload.

OUT OF 100

91

Rated by Saul Trewern

POPULOUS THE BEGINNING

PUBLISHER: Electronic Arts **DEVELOPER:** Bullfrog **RELEASE DATE:** Out now **GAME TYPE:** God Game
NO OF PLAYERS: One **PRICE:** £34.99 **COMPATIBILITY:** Memory Card, Dual Shock Analog

THE SAME BUT DIFFERENT

Each level has a unique background and atmosphere, but generally speaking, they're pretty much the same.

FIRST TEN MINUTES

It takes around an hour or so to start to appreciate Populous, so don't come here for your quick fix!

COMPETITION

C&C: RETALIATION

Not quite a direct comparison, but *Populous* has picked up a few ideas from this. For the worse.

92%

CIVILIZATION II

Greater depth, scope and historical basis gives this the edge.

84%

STATION

Complete revamp of game for sequel. Good control method and reasonably sentient follower AI.

Overly simple learning curve. Explicit mission objectives take away fun of open ended original.

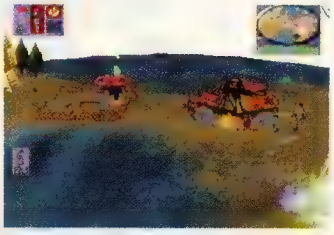
it takes a long time to get into, but patience will pay off.

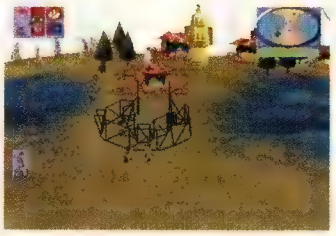
OUT OF 100

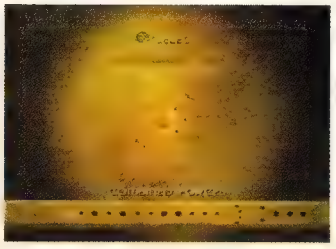
80

Rated by Adam Oxford

After an endless run of strategy games, the founding father is back. Can *Populous* still hack it or is it time to call Help the Aged?





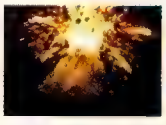


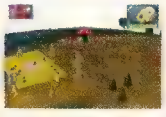
FROM LEFT TO RIGHT: Spellcast to create land bridges with which to expand your nation; although each tribesman can be selected, they will decide amongst themselves what needs doing; replay each conquered world to your heart's content.

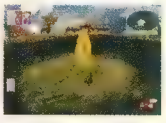
We thought that *Populous* had been consigned to history, a happy memory to cause the sweetest nostalgia at the mere mention of its name. Then came the news of its return! Breaths were held and edges of seats duly sat upon.

For *Populous* commands respect that is matched only by the scale and ambition of the original game, itself a very hard act to follow. Bullfrog have undoubtedly done the right thing by distancing this instalment from its predecessors – giving you control of the megalomaniac shaman who wants to be a god (and thus, we assume, go on to play the original title). We covered this aspect of last issue, though, so let's not dwell on it here.

"Bullfrog have undoubtedly done the right thing by distancing this instalment from its predecessors"





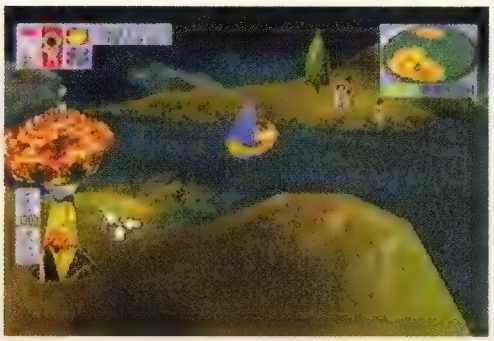


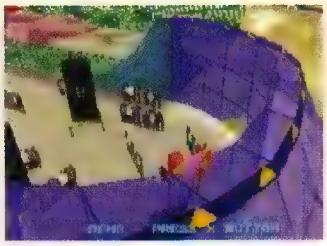
The 25 worlds which must be conquered are realistically spherical, if a little small. Each has its own set of objectives for victory, supplied by a disembodied voice which sounds remarkably similiar to the guide in the other Bullfrog mega-hit, *Magic Carpet*.

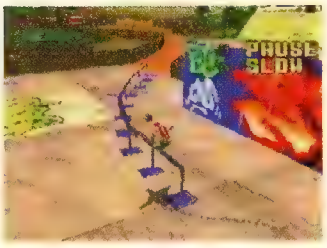
You also have control over each of your followers, and must set them to tasks such as building, preaching or fighting as necessary. Fortunately, they possess some limited AI, thus avoiding the intolerable detail to which *Constructor* made you pay attention.

The graphics are dark and atmospheric, if somewhat blocky (an inexcusable fault that plagues the genre) and pangs of regret that the brightness of the original has been lost are soon subdued by involvement with the task in hand.

The biggest flaw – and we did stress that criticism has to be subjective – is that it lacks the open-endedness of *Populous*, *Sim City* or *Civ II*. The creative pleasure of building is tempered by structured mission objectives and *Populous: The Beginning* finds itself stuck between god game and simplified *C&C* clone, and not as individual as either.







STREET SKATER

PUBLISHER: Electronic Arts **DEVELOPER:** Micro Cabin **RELEASE DATE:** Out now **GAME TYPE:** Skateboard Sim
NO OF PLAYERS: 1-2 **PRICE:** £34.99 **COMPATIBILITY:** Memory Card, Dual Shock Analog

For the combat trousered, beanie on the bonce, record bag carrying poser? Or is it just for those who fall off very expensive boards that mum bought?

Hitting the half pipe at breakneck speed throws you high into the air and at this point you might disregard your first impressions of Electronic Arts' Street Skater: the game's shabby appearance and limited options. It has an almost grainy graphical quality that might make you question your latest purchase. Then the speed, range of stunts and addictive gameplay relaxes your critical glands, bringing back the 'I've bought a good game' feeling, and you have, so don't worry.

This skating title from EA may not ooze the quality we expect from their range of sport titles, but the arcade feel is apparently intentional. Micro Cabin has taken the raw appeal of skateboarding and packaged it into the kind of straightforward game you might pop a couple of quid into between pints.

The limited opening choice (LA or nothing) is irritating, but once you get past this level you'll find a wealth of courses and bonus stages ahead, including The Bowl and Big Air half-pipe for extra points.

This is the kind of game anyone could play without a glimpse at the manual as the stunts are all nice and straightforward. The downside is that potential skill sharpening is somewhat limited. But it is atoned for by increasingly bigger courses, ramps and bonus games later on.

What might disappoint is the cliché skate style which the designers have followed to the letter (back to front baseball caps, bleached hair and Bono sunspecs). Power ups should also have been included.

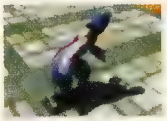
Preferences of content aside, the smooth camera movement is impressive, the action is constant and fluid, and each track throws a number of new hazards at you: water, trees and the odd building are just waiting to send you crashing.

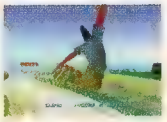
This is by no means the *Cool Boarders* of the skateboarding genre. But it has attained all the elements required to make a very solid title and a worthy purchase.

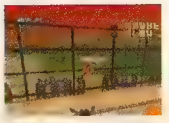
ABOVE: Replays are particularly pleasing for a move like this. Note the speed option, a nice touch.

ABOVE: It all looks a bit bare because there are no power-ups to collect. A missed opportunity...

"...the kind of game that anyone could play without a glimpse at the manual..."







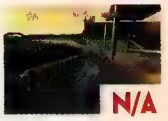
LEFT AND RIGHT: The skater option is a little clichéd, to say the least. We'd have liked a little variation.

FIRST TEN MINUTES

Not much to look at, but before I knew it I was doing 90% of all the stunts available! The skill is keeping one eye on the clock though.

COMPETITION

TONY HAWK PRO SKATEBOARDER



Soon to be released, it has a lot to offer the serious 'boarder.

COOL BOARDERS 3

Offers a lot more gameplay if you're willing to trade the ramps for the piste.

STATION

+ Arcade feel is easily picked up, addictive and very enjoyable. Tutorial provides a host of stunts.

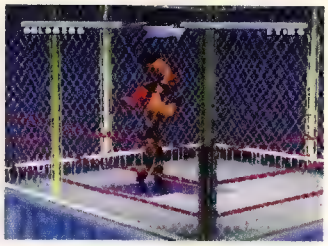
− No split screen versus mode. Lack of polish and variation in the different game modes.

'Arcade game in the pub' feel – not much depth, just easily picked up and enjoyable to play.

OUT OF 100

86

Rated by Ben Keen



FROM LEFT TO RIGHT: If you so wish, you have the option of fighting your opponent within a giant playpen if you want; know the 'Frankensteiner' move from Tekken 3? This guy actually invented it!; Bret Hart shows Lex Luger 'The Ballet Of The Invisible Fishing Rod'. It t'were this big, honest!; only in WCW wrestling can two adult men get away with this sort of behaviour without earning themselves an 18 certificate.

WCW/NWO THUNDER

PUBLISHER: THQ **DEVELOPER:** In-House **RELEASE DATE:** Out now **GAME TYPE:** Wrestling Sim
NO OF PLAYERS: 1-2 **PRICE:** £39.99 **COMPATIBILITY:** Memory Card, Dual Shock Analog

FIRST TEN MINUTES

Action-packed FMV of WCWs most colourful superstars paves the way quite promisingly. All is not what it seems though...

COMPETITION

WWF WARZONE
82%
Acclaim's beast is top, with a create-a-player that makes it worth the asking price alone!

WCW VS THE WORLD
75%
THQ's first wrestling game utilised a far superior engine to what we have in *Thunder*.

STATION

+ Sweating, Swearing, Shouting, Bill Goldberg. Like a bear with a sore throat. Fantastic.

− Jerky and unresponsive controls. Shoddy graphics. Lack of gameplay. Small rings. Need I go on?

if you buy this then you and Hulk Hogan really deserve each other.

OUT OF 100
55

Rated by Jon Austin

Don the bandana and smear boot polish on your chin, time to ham it up with the WCW and New World Order.

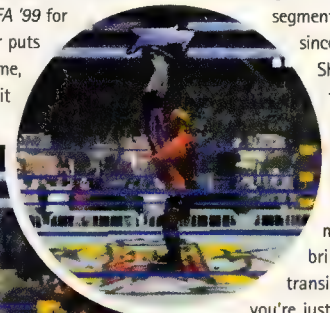
Blah blah blah big men, blah blah sweaty pants, blah fat, blah spandex, blah blah blah acting. Standard Wrestling Game Intro™ out of the way it's time to get ready to rumble with THQ's latest offering.

Sweat, Swear And Shout

Unfortunately this is the case with Thunder. While THQ's N64 offering, *WCW vs NWO Revenge*, was inspired, Thunder runs on the same engine that *WCW Nitro* did, which was, and still is, pretty damn bad.

"smooth wrestling is impossible, if you want to kick and punch, buy Tekken"

There's this thing called licensing right, where a publishing company buys the rights to an official sporting name, film or band and gets a developer to knock up a game based around it, and occasionally it's done well – look at *FIFA '99* for example. More often however, the publisher puts the minimum of resources into a licensed game, knowing that the often fickle public will buy it simply for the name anyway. Capiche?



All your favourites are here of course, from the monstrous Goldberg to the established old guard like Hollywood Hogan and Lex Luger, and each is accompanied by an hilarious video segment. It is a bad sign that this provides the most fun, since even watching grown men Sweat, Swear and Shout (the three best S words in the world) gets tiring after oooh, I don't know... ten minutes.

Too Sweeeeeeet!

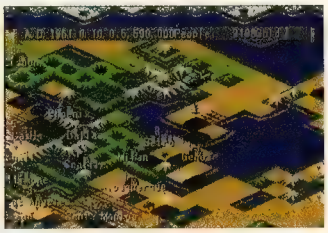
The graphics remind me of the old Megadrive *Pitfighter*, and really lack any weight or movement, paling in comparison to Acclaim's brilliant *WWF Warzone*. Any kind of smooth transitional wrestling is a virtual impossibility, and if you're just interested in it for the punching and kicking, there is no reason to go for this when there are gems like *Tekken 3* out there.

Basically, even with a herd of buffalo and a fist the size of the Death Star, it's difficult to see how THQ could be milking harder. The chances of this game succeeding are as big as the WWF's 60 year old Chief Executive Officer winning The Royal Rumble. Oops...

CIVILIZATION II

PUBLISHER: MicroProse **DEVELOPER:** Activision **RELEASE DATE:** April **GAME TYPE:** Civilisation Builder
NO OF PLAYERS: One **PRICE:** £39.99 **COMPATIBILITY:** Memory Card

Sid Meyer is a cult figure to PC strategists, thanks to *Railroad Tycoon* and this little number about ... well, everything, really.



FROM LEFT TO RIGHT: The Hanging Gardens of Athens. Well, if you're re-writing history, what do you expect?; space travel is possible once you know how, but building the ship takes some time; as you expand, be careful not to get cramped.

Leonardo's Workshop. A place of industry and the birthplace of renaissance engineering. And my favourite of the wonders of the world, as it automatically upgrades all of your troops to the highest standard available.

Civilisation II begins at the very beginning. You must create a global superpower from a single settler wandering around the planet four thousand years pre-Christianity. The game ends when one of the powers (Mongol, Viking, Roman etc.) colonises another planet, or annihilates everyone else.

The time this takes varies upon what resources you have and which of the wonders you control. The complex structure of what advances are prerequisite before certain others can be made (eg. bridge building and engineering must be learnt before railroad) ensures some realism, but I have been told that the record for discovering nuclear power is somewhere around the dawn of the first millennium.

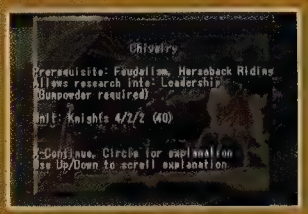
The balance must then be drawn between the welfare of your citizens and the expansion of your empire, sending out settlers to start new cities and making alliances with other nations. The perfect relationship between the epic and minute detail involved is what gives the game a depth far beyond that of its competitors.

If you've played this on the PC, it isn't worth investing in the PlayStation version, the graphics are a little too low res. If you are a dedicated consoler, however, the conversion has been handled pleasingly enough to seek out. The menus are accessed intuitively by button press rather driven by icon, and the Civilopedia remains the most definitive on-line help to date.

It does look a little dated when compared to *Populous: The Beginning*, particularly the awful map screen. Personally, however, I found the gameplay a lot more absorbing, and the number of routes to victory more infinite, thus ensuring a far longer playable life.

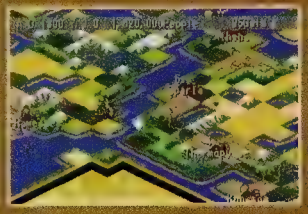
THE APPLICATION OF KNOWLEDGE

Progress is made on the one hand by hitting them, and your neighbours, pass you by. If you want to get ahead, however, you'll have to acquire the means and ways of building enhanced troop units, engineers or city improvements and bound your treasury or resource base. The animated advisors are always on hand to guide you too.



Each piece of learning discovered will open doors, and provide you with some bona fide info too.

Education, education, EDUCATION!! More libraries and universities mean quicker discoveries, which



As your civilisation progresses, so, predictably, does the incidental appearance of your cities.

"...there is a perfect balance between the epic and minute which makes it a lot more absorbing than Populous..."

FIRST TEN MINUTES

The menus are all a bit different, graphics less defined, map screen blocky and music awful. Turn off the sound and squint a bit though, and ten minutes soon vanishes, as, in fact, does an entire day.

COMPETITION

POPULOUS

The original god game revisited doesn't match the open ended appeal of *Civ II*.

80%

CONSTRUCTOR

Uninvolving building site sim concentrates on too many details to make it in the epic scale.

60%

STATION

+ Intelligent and involving, will have you engrossed for hours. Full of incredible detail and facts with the Civilopedia.

− Infuriating sound track, which sadly cannot be switched off. Poor graphical definition on map screen.

Sadly won't appeal to all, but a great conversion of a great game all the same.

OUT OF 100

84

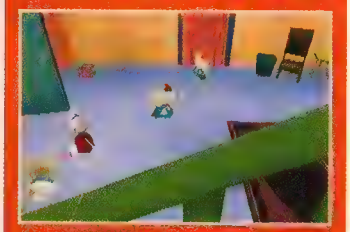
Rated by Adam Oxford

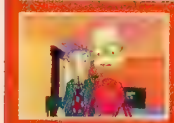
RUGRATS SEARCH FOR REPTAR

PUBLISHER: THQ **DEVELOPER:** N-Space **RELEASE DATE:** Out now **GAME TYPE:** Cartoon Adventure
NO OF PLAYERS: One **PRICE:** £34.99 **COMPATIBILITY:** Memory Card, Dual Shock Analog

THQ launches the Rugrat toddlers into our warm land of interactivity with their sights firmly trained on the pre-teen occupants.

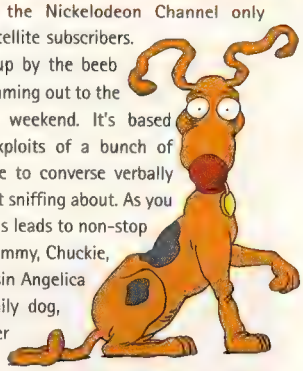
OLD BEGINNINGS





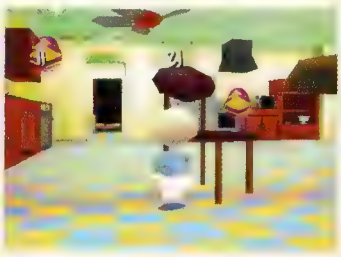
The game's intro sequence is faithful to the cartoon originals as is the rest of the game. To kick off there's a quick tour of the house while the kiddies and adults go about their happy lives. You even get an authentic face-full of milk at the end.

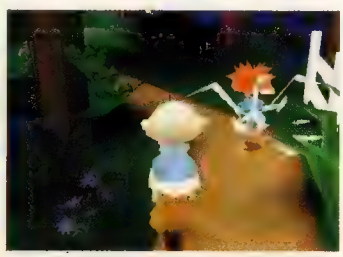
Saturday morning television is only for the hard-core, any sane folk are tucked up in their cosy, cesspit beds. If you could peek into the front room of any rational household on such mornings (without fear of being arrested), you'd find only the wee nippers basking in TV's warm glowing warming glow. So what is the attraction? The answer is simple – cartoons. The mindless ranting of ill proportioned characters have the ability to capture the hearts of minors with the greatest of ease. Enough about Zoe Ball and Jamie Theakston, what about the 'toons? Rugrats is one such animated phenomenon and originally appeared on the Nickelodeon Channel only available to cable and satellite subscribers. The show was snapped up by the beeb and can now be found beaming out to the terrestrial masses every weekend. It's based around the humorous exploits of a bunch of ankle biters who are able to converse verbally whenever the adults aren't sniffing about. As you can quite well imagine this leads to non-stop adventures and laughs. Tommy, Chuckie, Phil and Lil, Tommy's cousin Angelica and even Spike, the family dog, get up to no good in order to amuse themselves.



FIRST TEN MINUTES

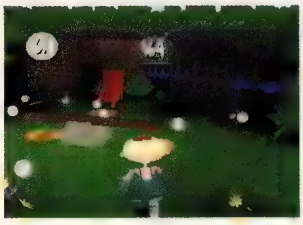
Right from word 'Go' the game is everything you'd expect from the Rugrats brats... bright, colourful and sickly sweet. The presentation is bold and simple with easy to use controls.

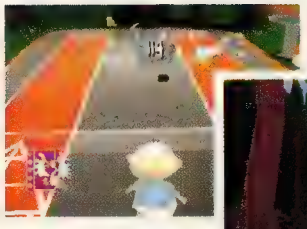




LEFT TO RIGHT: The mini-golf section is possibly the best part of the game; kids take note, don't enter the kitchen without a adult present. That isn't lemonade under the sink you know!; Chuckie mounts the family dog for canine related japes.

"It's based around the humorous exploits of a bunch of ankle biters who are able to converse verbally whenever the adults aren't sniffing about."



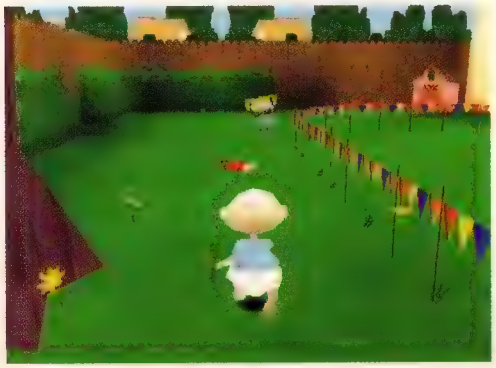


BELOW: Chuckie and Tommy face a nasty monster, well, that's how they'd see it.

Mere Childsplay

A game based on said cartoon is obviously aimed at the same audience attracted to the show. With this in mind I had to review it from a child's point of view. Getting down on my knees, wetting myself and then asking for an adult to help me to do everything was a good start. Pretending to be crap at games came easy too, for some reason. Moving away from the stereotyping, the game does well to capture the jolly mood and imaginative plots of the cartoon. The start-up sequence mimics the program's own faithfully, and the instantly recognisable music will grab any young whip-snapper by the ears and force their eyes screen-ward; what a cunning ploy.

There are three play options; the main game, activities and a training level. Training merely involves a hand-led introduction to the controls and actions of the main character, Tommy. The Activities option allows you to instantly play some of the tasks found in the main game, which itself revolves around finding pieces of Tommy's Reptar jigsaw puzzle, but in order to get hold of each piece you must complete a level. The house acts as a hub to each of these levels which are accessed by locating certain kid-related objects such as toys and baby bottles. You guide Tommy from a third person view as he trudges about. The camera angle isn't fixed which can cause problems with navigation through tight spots. Luckily you can reset the view by a single button press to avoid irritation.



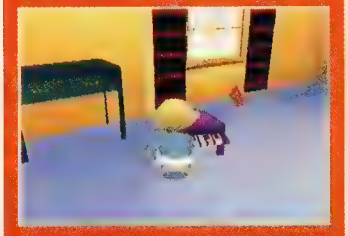
No Thick Kids

All too often three foot hell-spawn are intellectually underestimated. Kids aren't thick, and won't be amused by counting big red fire engines for any longer than it takes to unwrap a Curly Wurly. Rugrats: Search for Reptar at least has variety in it's favour, objectives range from puzzle solving, treasure collecting and even a mini-golf sesh (a personal favourite, no really!) in locations such as the Garden, Shopping Mall or Park.

The textures are a little ropey in places and glitching occurred on a number of occasions, but nothing enough to spoil the appeal of the overall package.

The challenge and variety of Rugrats alone is enough to keep the kiddiewinks glued to the tube but with the presence of the familiar cartoon faces the bond is strengthened. It's true to say that anyone over the age of 15 won't even take a second glance, but that's not the target audience. Rugrats: Search for Reptar is a great little game, but only if you view it purely as a game for children, as it's intended.

TINKERING AROUND



What wonderful reward the heavy gun will need to make on of the many rugs and cases that you will find. These include weapon items, power ups and extra lives for more, and fairly extensive

COMPETITION

HERCULES

Platformer based on the Disney feature animation. Enjoyable enough for the kiddies.

62%

RASCAL

Like a kiddies paddling pool; looks inviting, but dive in and you'll find that it's rather shallow.

45%

STATION

+ Simple gameplay but with plenty of variety. Visuals and sound are detailed and faithful to the cartoon.

− Will only appeal to the younger gamer as it is perhaps a little too sweet for some tastes, without a great deal of depth.

A simple and well realised package, if only for the under-aged gamer.

OUT OF 100

81

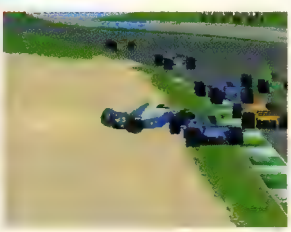
Rated by Neil Houghton

MONACO GRAND PRIX RACING SIMULATION 2

PUBLISHER: UbiSoft **DEVELOPER:** In-House **RELEASE DATE:** April **GAME TYPE:** Racing **NO OF PLAYERS:** One
PRICE: £39.99 **COMPATIBILITY:** Memory Card, Dual Shock Analog

FIRST TEN MINUTES

Immediately it's obvious that trainspotter driving accuracy is not a prime requirement. It looks the part however, rightly putting certain shoddy F1 games to shame.



LEFT AND RIGHT: Spinning out is a mystifying rather than downright frustrating occurrence, oddly enough.

As the new season kicks off at last what should pop up but a new F1 sim. Quelle surprise...

We all know what a critically-panned shambles the last officially-licensed Formula 1 game was, particularly when compared to its earlier editions. Unjustifiably it sold truckfulls of copies, although the Chartrack listings don't reflect how many people took the game back in disgust the next day. UbiSoft have seen fit to nip in and try to grab a few of the F1 legions hungry for a videogame experience that matches up to the likes of *GT* and *TOCA*, but of course the expensive FIA endorsement is safe in the hands of Psygnosis (and indirectly Eidos, who have a sneaky hand in a PSX conversion of the iffy N64 *F1 World Grand Prix* in the pipeline). To get round this potentially litigious problem the quirky gallic bods have had to invent their own fantasy grid of pretend teams and made up drivers, each of whom has a nearly-name like Darin Mill, Jim Vanteeve and Diego Veniz. The circuits featured are accurate counterfeits of the real-life tracks and the cars are gaudy impressions of Jordan, McLaren and so on, a fact that may put off the layman fan used to bona-fide decals and suchlike. Nevertheless it can't be a bad thing seeing a cheeky upstart upsetting the smug status quo, and potentially showing them how it should be done. Is this the case? Erm, sort of...

Let's Get Physical

The major failing of any racing game generally lies in its driving model, deriving from a complex set of reality-mimicking physics. No matter how long we as reviewers drone on about this, time and time again what developers come up with are 'accessible' handling characteristics modelled on 4 or 5 year old coin-ops, lacking the myriad subtleties which made *Gran Turismo* a long-burning and thrilling experience.

This unfortunate (from a racing purist's view) approach seems to have taken place with MGPRS2, as slot-car handling is the order of the day. Going into a corner too quickly tends to have the effect of pushing the front end towards the outside of the corner, not actually skidding, just running wide. Steering too hard and abruptly should theoretically provoke a spin, but instead the car merely misses the apex and sails oafishly onwards.

COLOUR CLASH?

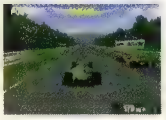
Cunningly, UbiSoft have ripped off the red Marlboro McLaren team livery, neatly sidestepping the legal ramifications, while this almost-Jordan is a couple of shades of yellow away from Eddie's particular hue. Mind you, hidden away on an Edit Teams menu are two other non-default colour schemes that are an awful lot closer to stepping on some rather well-off toes.

In a real-life car putting on the power too sharply whilst in a corner should make the real wheels oversteer and try to swap ends with the front, but here you just drive inexorably off of the track. Spinning seems to only occur if you put your wheels on the grass, and it's always the same languid and irrecoverable pirouette, implying that instead of using 'on-the-fly' physics it's just a pre-set sequence. The problem could lie with the fact the car doesn't seem to have any momentum; if you take your finger off the gas at high speed and let it freewheel it goes from 180mph to a standstill in a handful of seconds. Before you flip the page let's just point out that this kind of handling isn't necessarily A Bad Thing (just look at *Scalextric*) but it limits the scope and favours the unskilled and undiscerning player (of which there are a lucrative amount, believe us).

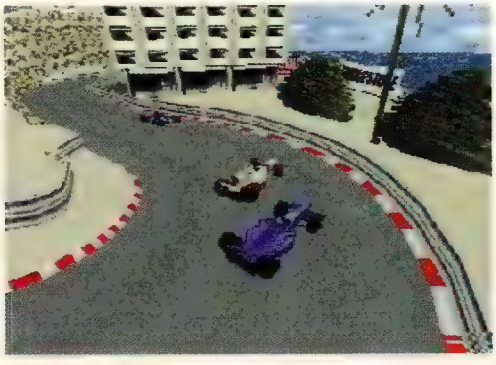
Comme-ci comme-ça

As is the case with a great many French games the graphics look tidy and slip by with an impressive impression of speed, although for all this they still look very computer-gamey, lacking the convincing lighting effects now de rigeur for A-grade titles.

"...the problem could lie with the fact the car doesn't seem to have any momentum..."



There are other signs which indicate the game is a touch cheaply made; the wagon-train CPU drivers don't see your car or indeed mind being rammed very much, wobbling just a little before going on their way. There are no terminal problems, but it is clear that this isn't a serious game for serious petrolheads, and needs to be regarded with a more lenient set of criteria. Could try harder, but still not a stinker.



LEFT TO RIGHT: The replay mode shows off the well-plotted streets of the principality, although there are some doubts about the scaling; The in-car camera is actually rather playable, with a good angle of view and nicely animated cockpit

NINE AND A HALF TWEAKS

GPRS2 gets into a surprisingly large amount of detail at the pre-race set-up stage, with finely adjustable parameters available for gear ratios, suspension stiffness, front and rear wing angle. As well as these mundane factors though, there are also some other, less common, variables such as ride height and steering lock angle. Unfortunately the car physics engine does not have the necessary finesse to appreciate them, making all the attention to detail seem a bit redundant when it comes to actually tearing around the track.

COMPETITION

FORMULA 1 '98

Grotty and shameful retrogressive step that took a decent game and bleached it white.

52%

FORMULA 1 '97

Still playable if starting to look a little low-tech nowadays. Will *F1 '99* pull the series' socks up?

86%

STATION

- For prettier and refined than *F1 '98*, with a nice in-car view and driver animations to boot.
- Not really Formula 1 in both look and essence. Limiting and frustrating handling characteristics.

Treat it like a smart arcade game rather than serious sim and it'll seem more agreeable

OUT OF 100

70

Rated by Christian Slater

GUARDIAN'S CRUSADE

PUBLISHER: Activision **DEVELOPER:** Tamsoft **RELEASE DATE:** Out now **GAME TYPE:** RPG
NO OF PLAYERS: One **PRICE:** £39.99 **COMPATIBILITY:** Memory Card

FIRST TEN MINUTES

The first ten minutes would be better termed the only ten minutes, as the lack of anything approaching a plot, action or enjoyment is unassailable.

STATION

Er...
It'll keep RPG fans off the streets, that's something at least.

Looks like it came free with a Happy Meal. Devoid of anything positive at all, 'nuff said really.

'Oh, but it's an RPG' doesn't cut the ice anymore.

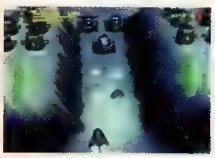
OUT OF 100
50

Rated by Christian Slater

Had enough cardboard graphics and twee dialogue? Guess you must like RPGs then...

RPG almost seems to be an acronym for some phrase that means 'formulaic, tedious and pointless' in some other language. For some reason this particular genre has a completely different set of criteria pertaining to what is actually absorbing and enjoyable in a videogame. Guardian's Crusade takes the traditional Role Playing Game templates and sticks to them like a limpet whilst dressing up the kids-level plot in some of the plainest graphics ever seen on the PSX, looking for all the world like a cast of Playmobil actors roaming a Lego landscape. As usual the story begins in a village populated by cardboard cutout idiots with a child-like lead character, wittering at one another in the usual tedious text-box manner. After wandering around the facile scenery for a while looking for the Mayor (of all people) I frankly threw in the towel and sulked. Let's get this straight publishers: *Final Fantasy VII* was more than just a bloke wandering about collecting objects. Ponder it, and learn.

BOTTOM LEFT TO RIGHT: The graphics are flatter than draught Coca Cola; The hero is followed about by some kind of Tinkerbell clone sidekick in a swimsuit.



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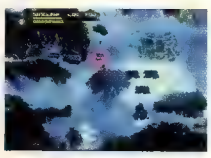


PUBLISHER: Psygnosis **DEVELOPER:** In-House **RELEASE DATE:** March 12th **GAME TYPE:** Shoot 'em-up
NO OF PLAYERS: 1-4 **PRICE:** £34.99 **COMPATIBILITY:** Memory Card, Dual Shock Analog

FIRST TEN MINUTES

The whole retro style shoot 'em-up is very much en vogue at present, so the shrink wrap is removed with anticipation. Then one starts to play...

STATION

The four player mode is briefly entertaining. It made me nostalgic for my Amiga gaming days.

Deeply unambitious. Ugly, boring, and essentially pricey, nothing to particularly recommend it.

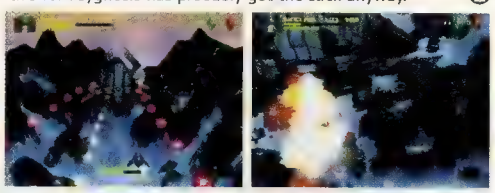
A bizarre choice of game to release considering Psygnosis' current troubles.

OUT OF 100
53

Rated by Christian Slater

Shite 'em-up? Here's a contender for this new genre.

As you may have guessed from our somewhat terse preview last issue, Retro Force is a bit of a dodgy customer, particularly when you consider it's coming form the same stable as *WipEout 2097* and more recently *Rollcage*. Whilst on the surface it's a modern revamp of an age-old game style (vertically scrolling shoot 'em-up) it still manages to miss the point entirely and muck things up in an embarrassing manner. There's nothing wrong per se with the game's basic structure (bog-standard powerup collecting, waves of enemies, periodic bosses), it just seems to use the excuse of being retro-styled to set its sights as low as possible, with little evidence that this is in fact a 1999 game. The graphics seem like a 16bit homage taken too literally, with the look of an old title without the nostalgic charm, while the gameplay throws up no surprises that would catch out a cynical and battle-hardened pre-millennial player. Any switches of perspective (à la *Einhander*) that do occur serve only to add depth-perceptual confusion rather than giddying vertigo. At least we can be assured that whoever programmed this for Psygnosis has probably got the sack anyway.



LEFT TO RIGHT: This boss tries to hypnotise the player with his impression of the cats eyes on the M5; a bad case of exhaust gas threatens to cut short the valiant little ship's rampage.

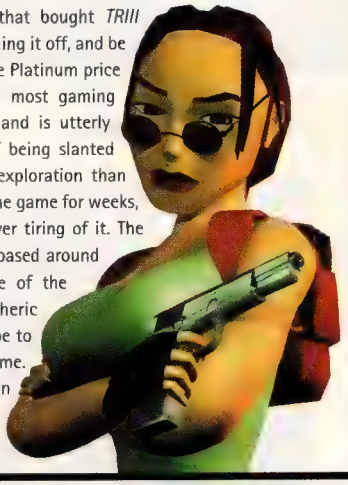
TOMB RAIDER II PLATINUM

PUBLISHER: Eidos **DEVELOPER:** Core Design **RELEASE DATE:** Out now **GAME TYPE:** 3D Arcade/Adventure
NO OF PLAYERS: One **PRICE:** £19.99 **COMPATIBILITY:** Memory Card, Dual Shock Analog

ABOVE: Yeeehaa! Lara does her best Duke Boys impression.

Lara was on page three of the *Sun* the other day, y'know. Again.

Eidos have cunningly timed the release of this cut-price dose of Tomb Raiding to a point when the tens of thousands of people that bought *TRIII* will be just about finishing it off, and be hungry for more. At the Platinum price point this has to represent possibly the most gaming value-per-pound ever seen, as *TRII* was and is utterly compelling. Although some accused it of being slanted too heavily towards gunfights with less exploration than the first game, I for one was sucked in by the game for weeks, playing it for marathon stretches and never tiring of it. The undersea chapter ('Forty Fathoms Down') based around a submerged liner is quite arguably one of the eeriest and most frighteningly atmospheric computer game experiences you could hope to have, quite apart from the rest of the game. Put your sneering anti-Lara cynicism on hold and get raiding those tombs (of which there are none, coincidentally).



FIRST TEN MINUTES

A stop by Lara's mansion provides a tantalising morsel for what lies ahead. Then it's off to the Great Wall to snipe endangered wildlife.

STATION

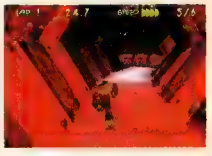
- \+ Ridiculously good value thanks to Platinum label, this is still one of the best games ever.
- − Arguably over-kind save system. No crawl move back then, lots more shooting than *TRIII*.

Expansive, engrossing, exemplary, inexpensive.

OUT OF 100 **97**

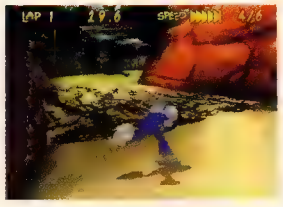
Rated by Christian Slater

RUNNING WILD



PUBLISHER: Sony **DEVELOPER:** 989 Studios **RELEASE DATE:** April **GAME TYPE:** Racing
NO OF PLAYERS: 1-2 **PRICE:** £34.99 **COMPATIBILITY:** Memory Card

BELOW: Tripping through lava slows your runner down and creates a trail of hot sparks.



Sprinting pachyderms? Fair enough then...

Every so often a game arrives completely out of the blue with no information accompanying it and no prior warning as to what the hell it is. Oddly enough, Sony in particular are fans of this odd anti-hype approach – as we can see here with this 'surprise surprise' no-preview release based upon racing anthropomorphised animals around a series of cosmopolitan circuits.

You must pick from a range of fauna including a slow but brutish elephant, swift-footed but delicate rabbit-girl, bullish, er, bull and so forth, each of whom has a trade off between various attributes of speed, agility, power (to shrug off collisions), jumping and turning ability. Unsurprisingly the goal is to navigate the twisty-turny up-and-down circuits leaping over the many hazards and obstacles that bar the way, picking up powerups that boost velocity, give your racer wings, make them invisible and so forth. It's reasonably entertaining for a while, in spite of some naff graphical instances (the characters seem to 'skate' rather than lope from foot to foot) but it's all very coin-oppy and short-burning fun. Ideal for a demo game but not really worth full-price pennies.

FIRST TEN MINUTES

No problems here as its blindingly obvious what to do and the controls are straightforwardness personified.

STATION

- \+ Stoopid but not disagreeable gameplay. Undemanding on your cerebellum and intellectual faculties.
- − A fair few cheapskate graphical gripes. Paddling pool shallow gameplay which soon becomes a bore.

Enjoyable mindless path-learning with Happy Shopper graphics but a heart of gold.

OUT OF 100 **69**

Rated by Christian Slater

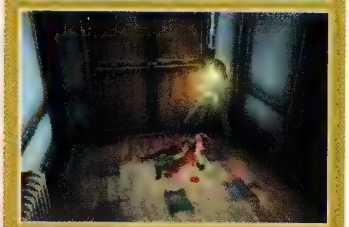
SILENT HILL

PUBLISHER: Konami **DEVELOPER:** In-House **RELEASE DATE:** Out now on import (Project K 0181 508 1328)
GAME TYPE: 3D Action/Adventure **NO OF PLAYERS:** One **PRICE:** £55 approx **COMPATIBILITY:** Memory Card, Dual Shock Analog

FIRST TEN MINUTES

Possibly the eeriest first ten minutes ever, with the control confusion made worse by the grinding, pulsating music that lurks in the background.

I THINK I'M GONNA BE SICK!



The sensation of being on rails isn't disguised as deftly as it is in Metal Gear, and can make you feel as if you're jumping through hoops...

The hills are alive... or at any rate undead again.

LEFT TO RIGHT: Strange, ghastly and faceless creatures corner our hero in this dank alleyway, and he's all alone and unarmed; something must have met with a grisly end here judging by that Pollock-esque blood splatter.

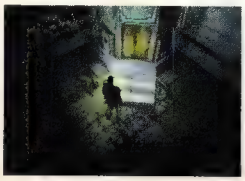
A new kind of fear has infected the unsuspecting PlayStation and things may never be quite the same again. Whilst Capcom's world of survival horror focuses upon the giggly zombie-splatter of George Romero movies, Silent Hill takes its cue from the likes of James Herbert with the more insidious and frankly disturbing elements of horror emphasised just as much as the gore.

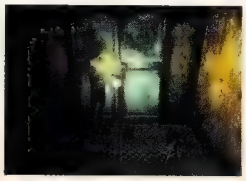
I'll Have Your Guts For Garters!

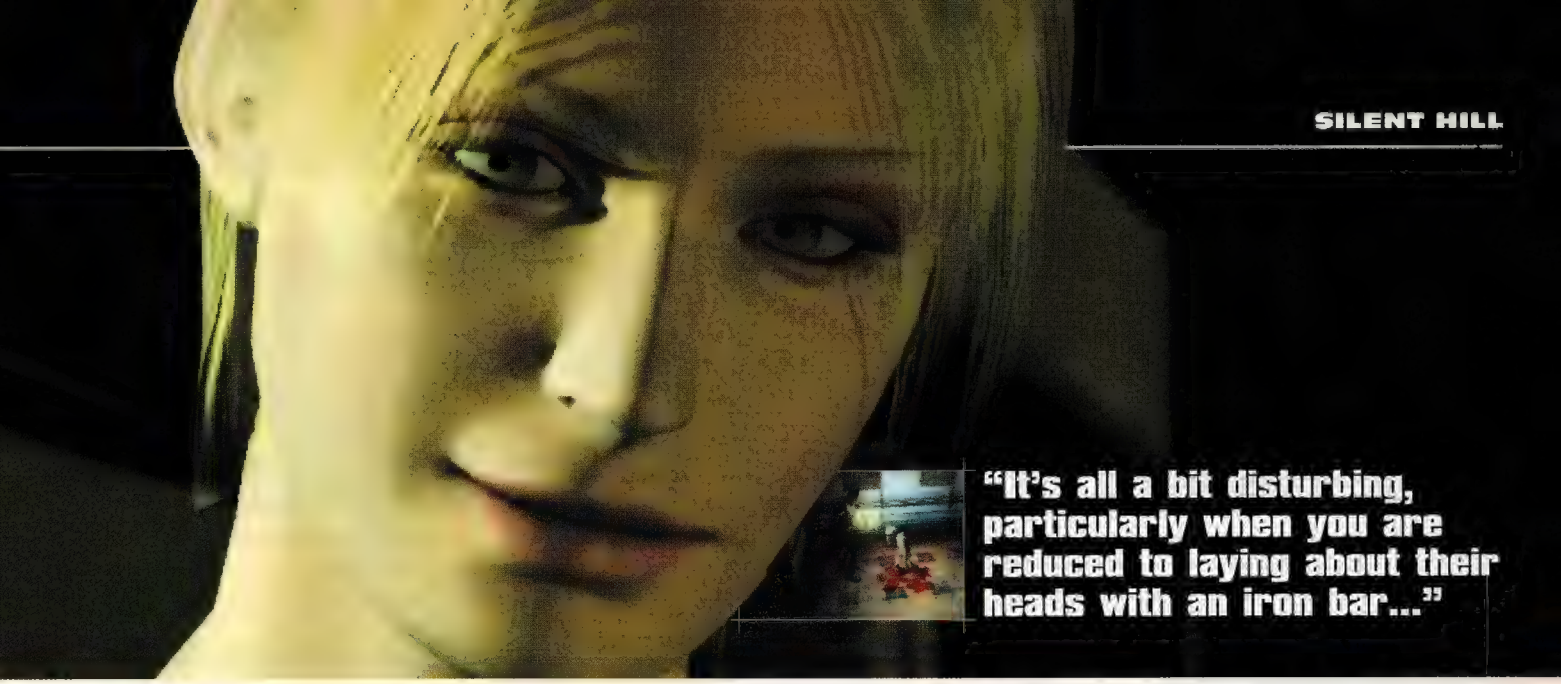
To elaborate any more would rob you of the first big shock, so instead let's focus on the game-y bits rather than the well-documented aura of dread that pervades throughout.

The premise (outlined in the elegant FMV-cum trailer that precedes the game) concerns an ordinary man trying to find his seven-year old daughter who has run off after a he crashes their jeep on a mountain highway. Seeing an indistinct figure through the murk he gives chase, only to be led down an alleyway with walls coated in a sticky and sweet-smelling substance that surely can't be blood...

It's closest reference point is *Resident Evil*, both in tone but also form, inasmuch as the action revolves around tense exploration in often confined areas, desperate close-combat and skewed camera angles. However whereas *RE* was flip-

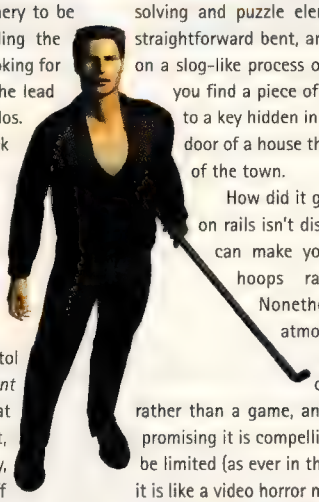






"It's all a bit disturbing, particularly when you are reduced to laying about their heads with an iron bar..."

screen, this is plotted in full 3D, allowing the scenery to be viewed from a first person angle and also enabling the viewing 'eye' to skulk and lurk like a peeping tom, looking for all the world like a hand-held camera as it stalks the lead character, adding bags of bona fide horror film kudos. Whilst graphical 'fogging' is usually the tool of slack programmers here it becomes an important component of the look, with visibility hampered by the thick mist and the various nasties which patrol the streets loom out suddenly and without warning, leading to many panicky moments.



Silent But Violent

Dealing with them involves popping away with a pistol (donated by a generous female cop) in finest *Resident Evil* style, or swinging a crowbar or kitchen knife at whatever skinless horror is gnawing at you. Combat, though, is an area where Silent Hill is a little clumsy, with the fighting usually a case of squeezing off rounds with auto-aim while hand-to-hand mêlées suffer from the slightly stilted way the hero reacts to control inputs, a problem particularly evident when surrounded by foes.

Pausing to go toe-to-toe with everything often leads to ghastly reinforcements arriving, whereas constant evasion can become tedious when sprinting down identical streets. It only serves to lessen the impact of the ghoulish creatures through over-familiarity. As for the logic-solving and puzzle elements, these tend to be of a rather straightforward bent, and can feel a touch staged and reliant on a slog-like process of drawn-out elimination. At one point you find a piece of paper saying 'Dog House', leading you to a key hidden in a kennel that just happens to open the door of a house that can provide access to a cut-off area of the town.

How did it get there? Why? The sensation of being on rails isn't disguised as deftly as in *Metal Gear*, and can make you feel as if you're jumping through hoops rather than working things out. Nonetheless the unique blood-freezing atmosphere allows many sins to be forgiven, although the overall impression is that of being in a very interactive movie rather than a game, and while on paper this may not sound promising it is compelling enough, although re-play value will be limited (as ever in this kind of game). The best way to treat it is like a video horror movie – watch it once, and don't expect to have your life changed.

MAGICAL TORCH

Early on in the game the hero finds a flashlight that clips neatly into his breast pocket. Useful for illuminating gloomy areas it also has the unwelcome side effect of attracting [illegible]

COMPETITION

RESIDENT EVIL

The deserted (almost!) mansion provides a similar atmosphere. And cheeseball dialogue.

92%

RESIDENT EVIL 2

More gun-fixated than *RE*, relies upon revulsion rather than tension. No walk in the park though.

88%

STATION

+ Genuinely terrifying sounds & images. Adult-themed and maturely angled.

− Suffers from a repetitive and linear puzzle structure. Cripplingly bad dialogue.

Super-effective apprehension-building let down by a slightly pale underlying game.

OUT OF 100

83

Rated by Christian Slater

LEFT TO RIGHT: A winged hellfiend breaks the eerie calm in this diner, sparking a desperate firefight; Vincent Price and the entire Hammer Horror team have an awful lot to answer for, we reckon.

DEEP FREEZE

PUBLISHER: Import **DEVELOPER:** Sammy **RELEASE DATE:** Out now on import (Project K 0181 508 1328)
GAME TYPE: 3D Action/Adventure **NO OF PLAYERS:** One **PRICE:** £55 approx **COMPATIBILITY:** Memory Card, Dual Shock Analog

FINE MOTIONS

As one would expect, the FMV intro are of outstandingly good quality. The lengthy cut scenes within the game, though, utilise the game engine, except for one or two very brief snippets of this luxurious kind.

FIRST TEN MINUTES

The import gamers bugbear bites deep into the calf of this game – lots of time and effort has been put into the mission structure and level design, none of which I can understand! It all seems straightforward enough though...

COMPETITION

METAL GEAR SOLID
95%
More stealth based, but obviously the inspiration for this title.

RESIDENT EVIL 2
88%
Similar gameplay, but far more atmospheric and engaging.

STATION

+ Nice looking FMV intro. Clear and defined visuals, easy to get to grips with

− Lacks tension and atmosphere, too easy to get to grips with. Complex control system, and flip screen camera.

Cheap and rather tawdry anti-terrorist blast

OUT OF 100
66

Rated by Adam Oxford

Metal Gear is still smoking off the press and already the cash-ins have begun.

LEFT TO RIGHT: The 'buddy' card is played strongly, with a permanent computer accomplice and other characters supplying suitably cheesy dialogue; this translates roughly as 'You must be brave', or words to that effect. A description of the purchaser, perhaps.

The next big thing, PlayStation-wise, will be *Syphon Filter*, rest assured of that. Following in the third person tradition that succeeds so well, it will appeal to fans of *Tomb Raider*, *Resident Evil* and of course, *Metal Gear Solid*. Which is why it's worth looking at Deep Freeze, albeit as fleetingly as possible.

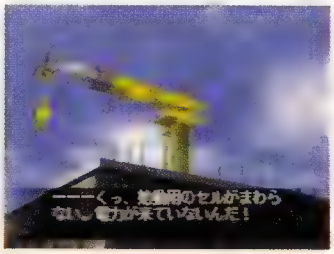
For Deep Freeze is a prime example of how not to do it. A mix of all the right ingredients in all the wrong proportions. A game that, gawd bless its little cotton socks, tries just too damn hard. It has third person 3D perspectives, a buddy to help you out, plenty of cut scenes. It has terrorists, and *Who Dares Wins* hostage situations to resolve. But it has all of these things to varying degrees of frustration, and nothing feels quite right.

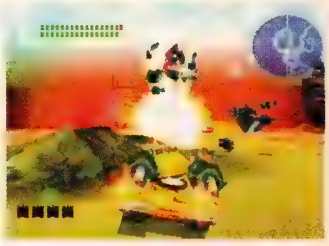
> **"...worringly basic without lavish maps or mission information..."**

Now I may well be being a little unfair. The problem may be that I don't speak Japanese, so I can't follow on screen instructions, or enjoy the lavish maps and mission information available. The dialogue is all in English, though, so perseverance will pay off, but the plot lines and characters are just a little too trashy-Oriental for Western tastes – the character interaction bears all the hallmarks of bad translation which make kung fu movies endearing but videogames alien.

The game is worryingly straightforward without textual information, though. Shoot terrorists, don't hit any hostages, find keys and hunt bosses.

Graphically, the camera swings between rendered backgrounds, pausing to load each time for just long enough to annoy. Criminally, the screen will only show part of a room, meaning that an enemy character can be standing right in front of you according to the radar, but won't see you, and you can't see him. The console cries out to be used to more effect.





TINY TANK UP YOUR ARSENAL

PUBLISHER: MGM Interactive **DEVELOPER:** Apaloosa Interactive **RELEASE DATE:** Out now on import (Project K 0181 508 1328)
GAME TYPE: Shoot 'em-up **NO OF PLAYERS:** One **PRICE:** £55 approx **COMPATIBILITY:** Dual Shock Analog

What with *Tank Racer* last month and now this, it seems cars are falling out of favour and hulking metal behemoths are the vogue.

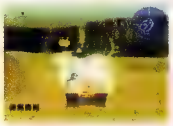
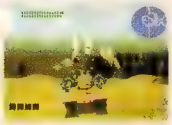
Megabucks film producer Metro Goldwyn Mayer is responsible for this unembarrassed down-the-line arcade blaster, although it's hard to see the heritage of epics such as *Dr. Zhivago* coursing through its veins. Tiny Tank is based around the high-explosive adventures of its eponymous tracked hero, a chubby-faced armoured vehicle who at first appears to be a cutie-pie Nintendo refugee, but whose hilariously bleeped-out foul mouth in the intro FMV throws a more interesting light on the turreted little chap. His task is to rid the Earth of the mechanical dictatorship that has driven mankind underground, with a gradually escalating armoury of weapons at his disposal. Steep canyons filled with gun emplacements must be cleansed of their heavy droid presence by Tiny's standard auto-tracking and swivelling gun, and wrecked robots can be cannibalised for spare parts that up his firepower, with mortar launchers, Gatling cannons and so forth – all of which very rapidly becomes a necessity as the attacking toy-like metal muthas are numerous and accurate. He can also commando roll or dodge to the left or right, plus leap vertically (impressive feats for a tank, I'm sure you'll agree), which at times gives the game an unexpected platforming-ish aspect on top of the raw gunplay.

"...TT's manic cackle and interjections ('I'm screwed!') may have some parents furrowing their brows with righteous indignation..."

ABOVE: This robot-manufacturing factory has to be blown away bit by bit or a never-ending armada of clanking goons will kick Tiny's armour-plated behind.

Tanks A Lot

The action is pacey whilst not taxing, with the difficulty level pitched at young kids and the inept, although Tiny Tank's manic cackle and interjections ('I'm screwed!') may have some parents furrowing their brows with righteous indignation. Nevertheless TT is acceptable as a piece of light relief and possesses agreeable enough graphics that are only let down by the very rudimentary distance draw problems – which try to conceal themselves behind embarrassed-looking fogging, a cheap trick that falls flat on its face in the subterranean sections. As a budget release it would be worth getting for a little cousin, but in no way is this worth purchasing as a vastly inflated import.

FIRST TEN MINUTES

Straightforward gameplay makes it easy to pile in with all guns a-blazing, but soon it's clear it's not going to Planet Difficult.

COMPETITION

ROGUE TRIP
This flawed but fun racing game is similar in feel and tone, if a little more driving-based.

77%

SHADOW GUNNER
Very similar in structure to this game, minus the sense of humour and basic playability.

56%

STATION

+ Tiny's comments are refreshingly frank for the broad minded.
Chunky if unsophisticated visuals.

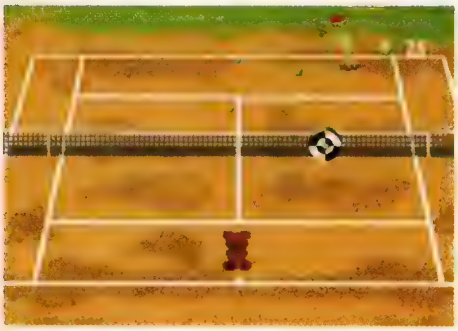
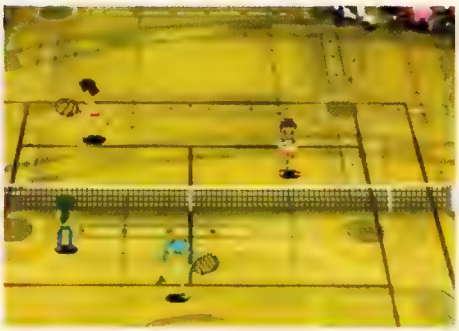
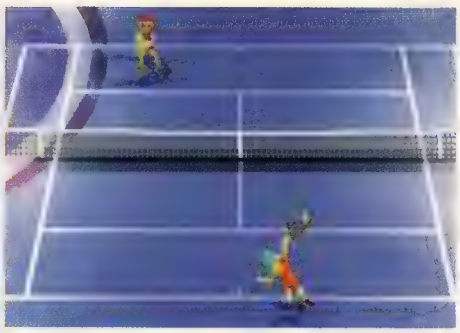
– Perilously shallow.
Only waterheads would find it difficult or challenging.

Not dreadful by any means but undeniably a bit of a bimbo.

OUT OF 100

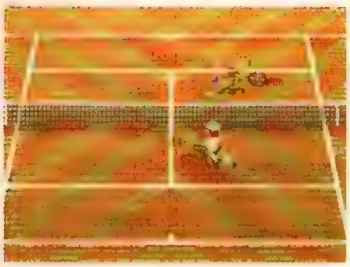
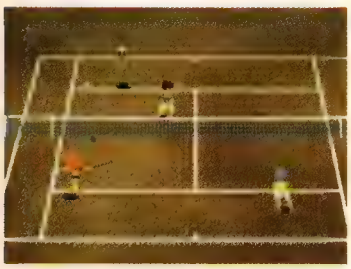
67

Rated by Christian Slater

SMASH COURT TENNIS 2

PUBLISHER: Namco **DEVELOPER:** In-House **RELEASE DATE:** Out now on import (Project K (0181 508 1328)
GAME TYPE: Sports Sim **NO OF PLAYERS:** 1–4 **PRICE:** £55 approx **COMPATIBILITY:** Memory Card, Dual Shock Analog

A reliable and hard-hitting old friend makes a return now, and I could definitely see chalk dust when it bounced.

For some reason tennis has always lent itself towards videogamification, right back to the monochromatic days of *Pong* through to the SNES-based joy that was *Super Tennis*. The simple act of knocking a ball back and forth between two bats is possibly the most straightforward form of game possible, but for this very reason the scope for playability seems to increase accordingly, with each generation of machines taking the realism and intricate nuances of stroke and return a step further forwards every time.

Way back in the innocent and carefree pre-mainstream days of the PlayStation, the original *Smash Court Tennis* gained an affectionate following through charming but sharp-edged gameplay and agreeable cartoonish graphics that added a dash of quaint Japanese humour to the normally straight-laced pastime. Since then other tennis sims have come and gone, each lacking in one department or another and leaving the older game sitting pretty at the top, at least until now. Namco have decided that the time is right for a late-in-the-day update of *SCT*, but wisely have avoided tinkering too greatly with the granite-solid bedrock of pure playability, so retaining the original quirky look of the visuals and building upon the theme of cracking tennis in silly places.

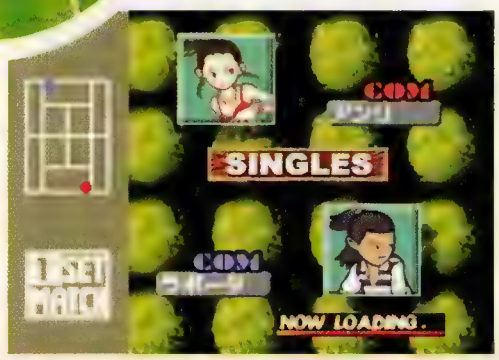
Super, Smashing, Great

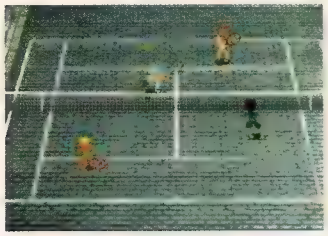
Of course the most vital ingredient in a tennis game is how the characters move and ensuingly connect with the ball, with sluggish or skittishly fleet-footed players being equally undesirable. Smash Court Tennis 2 is balanced just right, with the bandy-legged chaps scurrying across the court at a decent pace. Unlike *Actua Tennis 3* there's no over-rigid motion capture used, allowing the animators free rein to make the players move in a way that is pleasing to behold, with each slight variation on a shot having its own subtly different frames. Alongside the standard slice/drive you can impart some Björn Borg-style topspin for extra kick and passing shot-friendly penetration, whilst a tap of triangle lobs it skywards; although against the computer it was a touch difficult getting enough loft and distance to beat a player at the net.

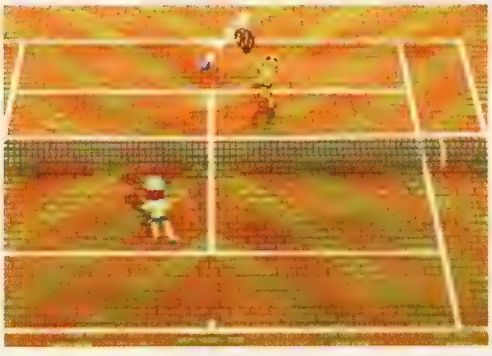
FIRST TEN MINUTES

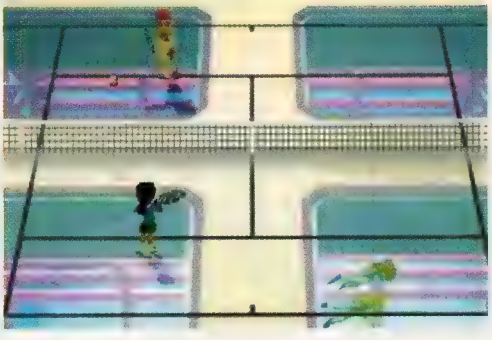
If you've never played *Smash Court Tennis* this could prove frustrating, the harsh but fair serving system takes no prisoners at all. Perseverance is the key.

NEW ROLES, PLEASE









LEFT TO RIGHT: **Extra-hard smash shots such as this leave a stop-frame trail in their wake; this glass-floored court may look pretty but the dolphins and scuba divers swimming by underwater can be a mite distracting.**

Pressing a D-pad direction at the point of impact angles the ball towards the different areas of the court, while the shoulder buttons put deceptive 'side' on the ball that makes it bounce and fly in a curvilinear fashion. The upshot of all this is that no two rallies are ever the same, and can be turned around from a seemingly unwinnable situation by a blinding winner that seems to come from nowhere, but still sits well within the acceptable limits of common-sense physics.

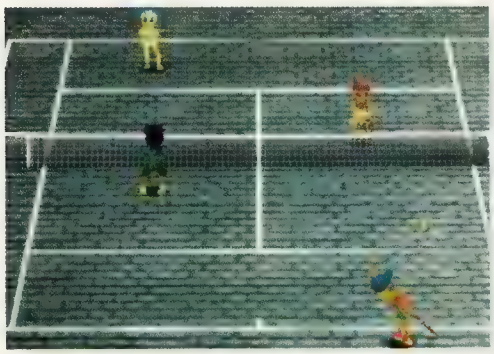
To assist in getting to this level there is also a rather comprehensive training mode in which a teddy bear punts balls at you that must be returned in a certain manner to progress – particularly useful when trying to master the hard-to-time Super Shot which can win points in a flash.

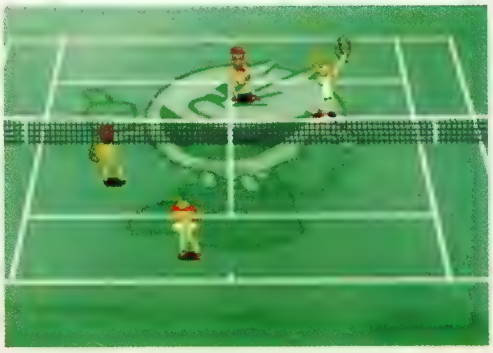
"... a sensible 'If it ain't broke...' keynote was adopted in the development of SCT2, and it has paid dividends..."

Stop Making That Racquet

High levels of detail add a stylish edge to the otherwise candy floss-inspired visuals, which range from normal courts through to the glass roof above a liner's swimming pool, a grimy city car park and a set of London traffic lights. The trouble with some of these is that the ball can become a little lost in the background, a situation not helped by the omission of a 'Change Ball Colour' feature. One daft front-end idiosyncrasy that also makes an unwelcome return is the inability to quit from a game while it is in progress, necessitating a time-consuming usage of the Reset button.

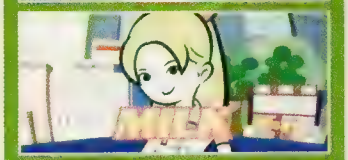
It would seem though that a canny 'If it ain't broke...' keynote was adopted by Namco in their development of SCT2, and it has paid dividends. A proper PAL release is pretty much a certainty, so the wisest choice would be to hold off shelling out for an inscrutable and expensive import disc and save your pennies. In the meantime, why not search out a second-hand copy of the tricky-to-find original and get your eye well and truly in. S



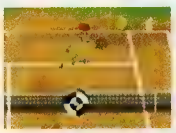


LEFT TO RIGHT: **A brick-surfaced court provides plenty of high ball-bouncing, so beware; in the doubles game the CPU is especially good at dominating the net, just like this blonde geezer with the headband. Note the boy Pac-Man on the floor.**

VOLLEY DOLLIES



The characters in SCT2 are a mix between gothic caricatures of real world players (including a redesigned Andre Agassi and Boris Becker) and wacky Manga-style creations. Umezo, Ruroroski and Milka are players with genuine gameplay and names like Mole. Each obviously has their own strengths and weaknesses and some even seem to have their own specially different style of returning the ball.



ABOVE: **Play stops for arrival of God! Or is it just time for new balls?**

COMPETITION

ACTUA TENNIS 3

Dodgy skating players cursed by over-zealous motion capture make this effort a dud.

42%

ALL STAR TENNIS

Okay, but a little sterile-feeling. Far more real-lifey than *Smash Court*, with EA style celebrity licences.

81%

STATION

Superlatively playable.

Cuddly graphics and quirky Oriental humorousness combine to please.

Extremely tricky for absolute beginners.

Silly front-end inconsistencies, including lack of CPU difficulty levels.

Lithe and muscular gameplay makes this number one seed.

OUT OF 100

87

Rated by Christian Slater

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	www.konami.co.jp	
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Internet:	N/A	
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Internet:	www.probe.co.uk	
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Internet:	www.psygnosis.com	
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Internet:	www.sci.co.uk	
SHINY	No UK offices	
Internet:	www.shiny.com	
SONY COMPUTER ENT.	Tel: 0171 911 8700	
Internet:	www.playstation.co.uk	
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Internet:	www.titusgames.com	
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Internet:	www.ubisoft.com	
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Internet:	www.vie.co.uk	

Try to make your calls to companies pertinent and only call with problems after you have read the manual throughly. If you've exhausted your options and explored every avenue, then you've every right to call the company about your software. After all, if you'd bought anything else off a company and you had a question, they'd be happy to help!

INTERACTIVE TELCOM

PLAYSTATION, N64 & PC

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● Are you stuck and frustrated? ● Need 99 lives or Ultimate fire power?
● Require Level select to move on? ● Would Turbo Mode help?

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL

PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP

A simple call and you've got the cheat

09066

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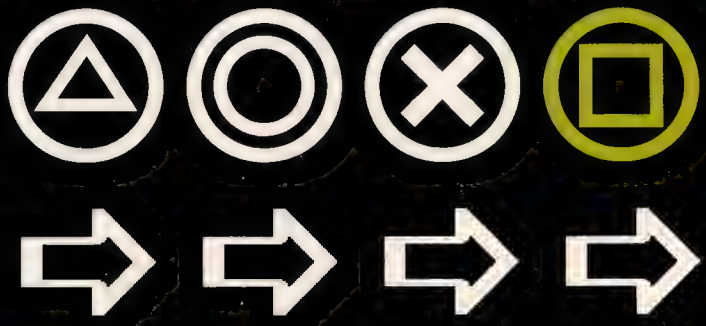
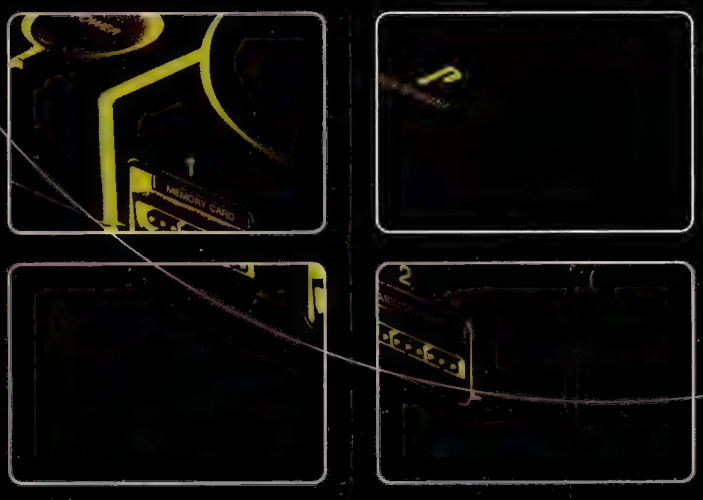
MASSIVE CHEATS SECTION

ON SALE NOW!

THE eDGE

From now on, we're giving you even more of an edge to get ahead in your favourite videogames, with a re-vamped By Any Means Necessary to include two mini guides and Xplorer cheat cartridge codes, courtesy of cheat meisters Blaze. To celebrate this, we've also thrown in a specially extended walkthrough from start to finish, including all secrets, for the gaming experience of the '90s, Metal Gear Solid.





BY ANY MEANS NECESSARY

CHEATS

- Akuji the Heartless
- Knockout Kings
- FIFA '99
- Asteroids
- Small Soldiers
- Libero Grande
- NHL '99
- Brian Lara Cricket
- Tiger Woods '99: PGA Tour Golf
- Rally Cross 2
- Cool Boarders 3
- Tomb Raider III
- NFL Blitz

MINI GUIDES

- Brian Lara Cricket
- Premier Manager Ninety Nine

XPLORER CODES

Over 500 codes for the Xplorer Cartridge

WALKTHROUGH

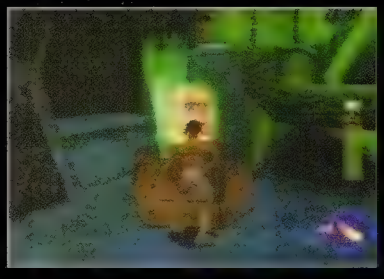
- Metal Gear Solid

AKUJI THE HEARTLESS

DEBUG MODE
Pause the game, hold L2 or R2 and press ←, ↑, ↑, ○, →, □, ←, △, ↑, ↓, →, →.

INVINCIBILITY
Pause the game, hold L2 or R2 and press →, →, ←, △, ×, ↑, ○, ←.

INFINITE SPIRIT SPELLS
Pause the game, hold L2 or R2 and press ←, △, ←, ←, ○, ←, □, →, ○, ↑, ↑, ↓.



KNOCKOUT KINGS

BOX AS A BEAR
At the main menu, press → + □, → + △, → + ○, → + ×. If you entered the code correctly, you will hear a sound. Select any boxer to fight as a bear.

BIG HEAD MODE
At the main menu, press ← + ○, ← + △, ← + □, ← + ×. If you entered the code correctly, you will hear a sound.

REGAIN ENERGY
When given a choice to hit the heavy or speed bag between fights, hold L1 + L2 + R1 + R2 to regain two to eight points of energy, depending on how long the buttons are held.

FIFA '99

UNLIMITED BANKROLL
At the team edit screen, press L1, L2, R2, R1, ○, ×, □, △, START, SELECT.

ATLANTA ATTACK TEAM
Win the Champions Cup as Brazil on the professional difficulty level.

BRIAN LARA CRICKET

BATTING

DEFENSIVE SHOT – Safe and reliable. You might even be able to sneak a run if the field is set back.

SWEEP SHOT – A good shot against spinners although risky against quicker bowlers. Best used against off spin as you can play with the spin in relative safety. It's on the same selection as the Hook and Pull but is played to balls pitched up nearer the batsman.

PULL SHOT – Played to fairly straight medium length deliveries. This is an aggressive boundary achiever, but is risky if mistimed.

HOOK SHOT – Played to very short deliveries aimed at the batsman's head. Very risky but with high reward. Watch for any fielders out on the boundary though.

LEG GLANCE – Easy and safe, uses the speed of the fast bowler to full effect. Play to deliveries around the feet. There is also a back-foot version to play to shorter balls which is very safe with less reward but extremely useful early on.

ON DRIVE – Played to balls pitched around the feet but fairly straight, this directs the ball back past the bowler. It's hard to time, but very rewarding. Risky in that it's played to a straight ball.

BACK–FOOT ON DRIVE – As above but played to shorter deliveries and fairly safe, although poor timing can lead to an easy catch.

STRAIGHT DRIVE– Similar to the on drive but hits straighter, so can pierce the field. Risky.

COVER DRIVE – Played to deliveries on a line outside the off stump. Rewarding but risky as there is a chance of edging the ball to the slips or lobbing a catch to the cover fielders.

SQUARE DRIVE – High risk but high reward. Played to medium length deliveries wide of off stump, can send the ball crashing into the hoardings if you don't edge it.

LATE CUT – A delicate shot for medium length deliveries outside off stump to guide the ball when the slips have been removed. Don't play this when the slips are there. Best used against leg spin.

SQUARE CUT – Similar to the square drive but played to shorter deliveries.

LEAVING THE BALL – Best used early on in an innings to wide deliveries.

BOWLING

FAST BOWLER – Most effective at the start of an innings or on green or normal pitches but also on hard pitches with extra bounce. Speed is the key, especially on County and Test levels. Try full-length balls or short balls aimed at the head, particularly effective against lesser or new batsmen. Try the odd slow ball as the batsman may be fooled into playing early and giving a catch.

MEDIUM FAST BOWLER – Stock bowler effective on green or normal pitches. The best line is just on or outside the off-stump and fairly full. The batsman will find it hard to score and, with the odd short or slower ball, he might try to whack and get himself out. As with the fast bowler, pitch the ball around the feet of any new batsman.

SWING BOWLER – Most effective in overcast or humid conditions. Fairly ineffective in hot, sunny conditions. Swing the ball predominantly in one direction, leaving you the other for surprise. Allow for the swing in the bowling line otherwise you'll concede a few wides.

OFF SPIN BOWLER/SLOW LEFT ARM – Effective on damp pitches with a slow turn. Watch the amount of spin this bowler generates and adjust your line accordingly. Keep the ball pitched up and vary the speed with the boost button. Bowl the occasional arm ball that doesn't spin to attempt to deceive the batsman. Be careful not to bowl short as it will be a free hit.

LEG SPIN BOWLER/SLOW LEFT CHINAMEN – Effective on hard or dusty pitches with accelerated turn and bounce. Variation is the key with an array of deliveries. Vary the speed of the standard ball for your basic delivery but throw in the odd googly and flipper. The googly spins in the opposite direction whereas the flipper is a faster ball that only spins very slightly.

ASTEROIDS

CHEAT MODE
When 'Press Start' appears at the title screen, hold L1 + R1 and press □, △, ○, △, △, □, ○. If you entered the code correctly, you will hear the sound of an exploding asteroid. Then, while playing a game, press START + SELECT to display a cheat menu. Use the D-pad to select a new level and zone, as well as toggle collision detection. Press L1 to resume the game.

EXCALIBUR SHIP
When 'Press Start' appears at the title screen, hold L1 + R1 and press △, ○, ○, △, □, ○, □. If you entered the code correctly, you will hear the sound of an exploding asteroid.

CLASSIC ASTEROIDS MINI-GAME
When 'Press Start' appears at the title screen, hold L1 + R1 and press ○, ○, ○, △, □, □, □, ○. If you entered the code correctly, you will hear the sound of an exploding asteroid. Then press START and choose the 'Classic Asteroids' option on the main menu.

INVINCIBILITY (CLASSIC ASTEROIDS)
When 'Press Start' appears at the title screen, hold L1 + R1 and press ↓, ↓, ↑, ↑, ○, □, △, △.

EXTRA LIFE (CLASSIC ASTEROIDS)
When 'Press Start' appears at the title screen, hold SELECT and press ↑, ↓, ←, →, ○, □, ×, △.

99 LIVES (CLASSIC ASTEROIDS)
When 'Press Start' appears at the title screen, hold L1 + R1 and press ↑, ×, ↓, △, ←, □, →, ○.

NHL '99

FAST GAME PLAY
Enter 'FAST' as a password.

EVEN FASTER GAME PLAY
Enter 'FASTER' as a password.

SUPER FAST GAME PLAY
Enter 'SPEEDY' as a password.

VIEW ENDING FMV SEQUENCE
Enter 'VICTORY' as a password.

HUGE HEADS
Enter 'BRAINY' as a password.

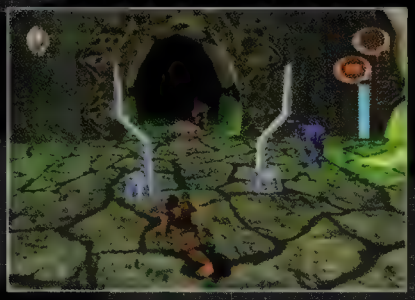
HUGE PLAYERS
Enter 'BIGBIG' as a password.

SMALL SOLDIERS

ALL WEAPONS
Enter △, △, ○, ○, ○, ×, □, × as a password.

INVINCIBILITY
Enter ○, ○, △, △, ○, ×, □, × as a password.

PATH SKIP
While playing a game, hold R1 and press ○, ○, ×, ×, □, □ to skip to the beginning of the next path.



LIBERO GRANDE

PLAY AS GREGORIO ZONARAS
Beat arcade mode on the normal difficulty setting.

PLAY AS ARNOLD LANG
Score over 10,000 points in 'Challenge 9' mode.

PLAY AS ROLAND, EDGARD CAILAUX, POWEL GARDNER, OR GERALD WELLS
Win the International Cup with all countries on the hard difficulty setting.

PLAY AS RUPRECHT GOES
Unlock the last three options in 'Challenge 9' mode.

PLAY AS DAVID MAGELLAN
Score over 11,500 points in 'Challenge 9' mode on all difficulty settings.

PLAY AS MAURICE POULENC
Achieve an overall accumulated score of 100 with Brazil in 'vs CPU' mode.

1998 WORLD CUP FRANCE MODE
Select 'International Cup' and highlight the 'New Game/Continue' option. Then, hold × + SELECT + ○ + START and press △. Now all teams will be exactly the same as in the 1998 World Cup France Final.

XPLORER
THE ULTIMATE CHEAT CARTRIDGE

For more info on the Xplorer codes, call the codes hotline on: 01302 325860 or visit the Xplorer website at: www.x-plorer.co.uk

RESIDENT EVIL 2 – DISC 1
Auto Activation Code
F65CB1C68D6A
Infinite Health
8662D09E59DE
Poison Immunity
8662CD64595A
Crate Code
8E621AA05A93
86621A785AB2
866219D0505D
86621AA85AA8
866219BC5056
866219C45058
866219CC5062
86621A885AA2
866219D8506A
86621AA4556D
86621A805AAC
866219E0506C
86621AB85070
86621A945A90
86621A985A8D
86621A6C5AB9
86621A705A8A
866219C05055
86621A685ABC
86621AB05ABB
86621A745AB1
86621AB05A8B
866219DC5069
86621A9C5A8E
866219C85057
86621AB45C6F
86621A7C5AAB
866219D4505F
86621A8C5A97
86621A845AA1
Leon And Side Pack
8E621B80595C
Bandaged Leon
8E621B805956
Bandaged Leon And Side Pack
8E621B805958
Blue Cap Leon
8E621B805962
Leather Clad Leon
8E621B805964
Hunk
8E621B80595E
Tofu
8E621B80595D
ADA
8E621B805960
Walk Through Walls
(L2+R2/L2+□ to enable/disable)
7662B29459D9
8662CF4E5D5F
7662B29459D6
8662CF4E6A5A
Quick Shot
All Weapons
7662B29459A2
8662D0985963

RESIDENT EVIL 2 – DISC 2
Infinite Health
8662CF365922
Poison Immunity
8662D0FC595A
Crate Super Code
866219505070
8662194C5C6F
866219485A8B
866219445AA8
86621940556D
8662193C5A88
866219385A87
866219345A94
866219305A9C
8662192C5A97
866219285AA2
866219245AA1
866219205AAC
8662191C5AAB
866219185AB2
866219145AB1
866219105A8A
8662190C5AB9
866219085ABC
866219045ABB
B65B575C5959
16621C545061
866219705069

COMMAND & CONQUER: RED ALERT
Instant Build.
(Press □)
766F13B2595C
8658EFDC595A
Unlimited Money (Allies).
8658F62C504F
Infinite Power.
(□ to activate)
766F13B2595C
8658F648504F
Unlimited Money (Soviets).
8E58FAF0504F
Infinite Power
8E58FA0C504F

FIFA '98: ROAD TO WORLD CUP
Player One
Always Wins
365A4A085958
365A4A0C595A
Player Two
Always Wins
3E5A4A08595A
3E5A4A0C5958

GRAND THEFT AUTO
Unlimited Lives
86580C46595B
Unlimited Machine Gun bullets
86580C525986

MORTAL KOMBAT 3
Infinite Health Player 1
867211C459F8
No Health Player 2
8672111C595A
Infinite Health Player 2
8672111C59F8

GRAN TURISMO
Only 1 Lap To Race
865FBA585959
Unlimited Money
7659FB3A5A5A
865D0FCAD04F
B Licence
7659FB3A5A5A
B65A5756595A
165D361C5C5B
A Licence
7659FB3A5A5A
B65A5756595A
165D36245C5B
A International Licence
7659FB3A5A5A
B65A5756595A
165D362C5C5B
Unlock All Goodies
765BAF385959
B6665756595A
165E6EA05556
Dumb Opponents
766F8DD25973
865D8E20595A
GT Hi Fi Mode
7659FB3A5A5A
865D4F345A59
7659FB3A5A5A
865D4F325A59
All Gold Cups (Special Event)
7659FB3A5A5A
B65D5756595A
165D4F385A59
Activate Garage
7659FB3A5A5A
865D0FDE59CC
Gimme Cars
7659FB3A5A5A
B6C857B85959
165D0D74595A

TOCA: TOURING CAR CHAMPIONSHIP
Aggressive Oppposition
865557105959
Low Gravity
865557105A5A
All Cars Speed Doubled
8655571C5A5A
No Collision Detection
865557145959

COLIN MCRAE RALLY
All Tracks & Cars
865557F0504F

Auto-Complete
8E60E55A595D
Rally School
Ogre & True
865556B0504F
Ogre's Moves
Zero Lap Time
8E605B385960
8662B7D3595A
8E60E55A5960
Gun Jack's Moves
865B33C45956

TEKKEN 3

8E605B38596A
Infinite Health Player 1
8E60E55A596A
8660EC3A59DC
Anna's Moves
Infinite Health Player 2
8E605B385969
8E6001C659DC
8E60E55A5969
Enable Tekken
Dr. Boskonovitch's
Ball Mode
Moves
365DD142595B
8E605B38596C
Enable Theatre Mode
8E60E55A596C
365DD141595B
Gon's Moves
Enable All Movies
8E605B38596B
865DD118504F
8E60E55A596B
865DD116504F
"Change Background"
865DD11C504F
Paul's Background
865DD11A504F
3E6033A4595A
Enable All Characters
Law's Background
865DD110504F
3E6033A45959
865DD10E504F
Yoshimitsu's
Enable Extra Costumes
Background
865DD114FB5B
3E6033A4595C
365DD1125955
Xiaoyu's Background
No Black Background
3E6033A4595B
In True Ogre Fight
Hwoarang's
36604DC0595A
Background
"Change Character
3E6033A45956
Moves"
Lei's Background
Paul's Moves
3E6033A45955
8E605B38595A
Ogre's Background
8E60E55A595A
3E6033A45958
Law's Moves
School Background
8E605B385959
3E6033A45957
8E60E55A5959
Jin's Background
Lei's Moves
3E6033A45962
8E605B38595C
Nina's Background
8E60E55A595C
3E6033A45961
King's Moves
Eddy's Background
8E605B38595B
3E6033A45964
8E60E55A595B
King's Background
Yoshimitsu's Moves
3E6033A45963
8E605B385956
Heihachi's Background
8E60E55A5956
3E6033A4595E
Nina's Moves
Gon's Background
8E605B385955
3E6033A4595D
8E60E55A5955
Dr. Boskonovitch's
Hwoarang's Moves
Background
8E605B385958
3E6033A45960
8E60E55A5958

SPYRO THE DRAGON

Xiaoyu's Moves
Red Spyro
8E605B385957
8E60E55A5957
(press ●+●)
Eddy & Tiger's Moves
765B47863F4F
8E605B385962
865B4750575A
8E60E55A5962
Unlimited Time
Jin's Moves
865B18685630
8E605B385961
865B18345630
8E60E55A5961
Unlimited Energy
Julia's Moves
365B4CA4595B
8E605B385964
Unlimited Lives
8E60E55A5964
365B185859BB
Kuma & Panda's
Have 14000 Jewels
Moves
865B1888870A
8E605B385963
Have Freed All Dragons
8E60E55A5963
865B177459AA
Bryan's Moves
All Dragon Eggs
8E605B38595E
865B173C595E
8E60E55A595E
ARTISANS WORLD
Heihachi's Moves
Home All Treasures
8E605B38595D
865B340859B6

Home All Dragons
865B33C05956
Stone Hill All Treasures
865B340C5922
Stone Hill All Dragons
865B33C45956
Dark Hollow
All Treasures
865B341059B6
Dark Hallow
All Dragons
865B33C8595B
Town Square
All Treasures
865B34145922
Town Square
All Dragons
865B33CC5956
Toasty All Treasures
865B341859B6
Toasty All Dragons
865B33D05959
Sunny Flight
All Treasures
865B341C5A7E
PEACE KEEPERS
WORLD
Home All Treasures
865B34205922
Home All Dragons
865B33D8595B
Dry Canyon
All Treasures
865B34245AEA
Dry Canyon
All Dragons
865B33DC5956
Cliff Town
All Treasures
865B34285AEA
Cliff Town
All Dragons
865B33E0595B
Ice Cavern
All Treasures
865B342C5AEA
Ice Cavern
All Dragons
865B33E45955
Doctor Shemp
All Treasures
865B34305A7E
Doctor Shemp
All Dragons
865B33E85959
Night Flight
All Treasures
865B34345A7E
MAGIC CRAFTERS
WORLD
Home All Dragons
865B33F0595B
Alpine Ridge
All Treasures
865B343C5A46
Alpine Ridge
All Dragons
865B33F45956
High Caves
All Treasures
865B34405A46
High Caves
All Dragons
865B33F8595B

BRIAN LARA CRICKET

WORLD ELEVEN TEAM
Enter 'PENSIONS' as a password. Select a Friendly or Test Series.

CLASSIC GAMES
Enter 'NOWAYEAS' as a password.

SUPER BATSMAN IN CLASSIC MATCH MODE
Enter 'SUPERMAN' as a code.

UNBREAKABLE STUMPS
Enter 'SOLIDOAK' as a password.

PLAY WITH A BEACH BALL
Enter 'BIGBALLS' as a password.

BUTTER FINGERS
Enter 'DROPBALL' as a password.

BEACH MODE
Enter 'SUNSHINE' as a password to play on a beach in classic match mode.

UNLOCK ALL LEVELS
Enter 'CLUELESS' as a password.

CLASSIC MATCH MODE LEVELS, ENTER THESE PASSWORDS

Level	Password
2	OVERTIME
3	SAUSAGES
4	DILLBERT
5	BATKINGS
6	PANCAKES
7	FRIEDEGG
8	PLACEBO1
9	PORRIDGE

TIGER WOODS '99: PGA TOUR GOLF

SOUTH PARK PILOT
Put the game disc in a PC compatible CD-ROM drive. Use a media player and play the '.dat' file on the game disc. You will be able to view the original *South Park* Christmas pilot. Note: Only the early US version of the game contains this video.

CHANGE VOICES
While playing a game, hold ↑ or ↓, then press ✕, ○, △, ⊙, L1, L2, R1, or R2 to increase or decrease the pitch of the comments made.

EXPLODING RANGE CART
Hit the range cart on the Driving Range three times to make it explode, much to the announcer's annoyance.

RALLY CROSS 2

Start a new season then input any of these passwords at the Enter Name screen.

UNLOCK TRACKS AND CARS: moobmoob

HILLSIDE TRACK: bsirhc
DUSTY ROAD TRACK: mit
ROCK CREEK TRACK: kcin
DRY HUMPS TRACK: eire
LITTLE WOODS TRACK: foster
FROZEN TRAIL TRACK: nivek

DISABLE CAR COLLISIONS: incorporeal
LOW GRAVITY: airfilled
HIGH GRAVITY: leadshot
RESTORE GRAVITY: mooney

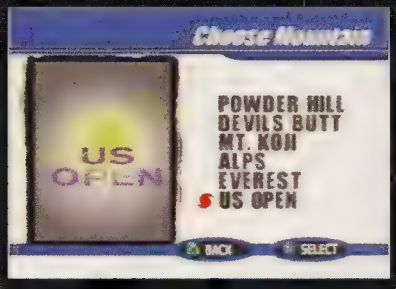
COOL BOARDERS 3

Enter the tournament mode and when you get the chance to enter your name, enter these instead.

WONITALL – This opens up all the tracks to play on including the US Open.

BIGHEADS – Surprisingly, this gives all the boarders silly big heads. Press R1 to inflate and R2 to deflate.

OPEN_EM – Opens up all the boarders and the boards.



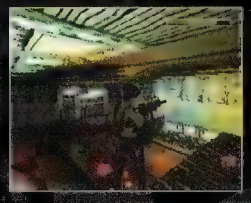
TOMB RAIDER III

ALL SECRETS AND KEYS
While playing, press L2 (five times), R2, L2 (three times), R2, L1, R1, L1 (twice), R1, L2 (twice), R1, L1 (twice).

ALL WEAPONS, MEDIKITS, FLARES AND SAVE CRYSTALS
While playing press L2, R2 (twice), L1 (four times), R2, L1, R1 (twice), L1, R1(twice), L2 (twice), R1, L1 (twice), R1.

LEVEL SKIP
While playing press L2, R1, L1 (twice), R2, L2, R1, L1, R1, L1 (four times), R1, L1, R1 (four times), L2.

RACETRACK KEY
To get the racetrack key press R2, L2 (three times), R2, L2 (six times), R2, L2 (five times), R2, L2 (twice) while playing in Lara's mansion.



NFL BLITZ

ON-SIDE KICK
Hold Turbo+Jump+Pass+↑ when scoring.

EXTRA BLOCKER
Hold Turbo+Jump+Pass while hiking the ball.

HIDE PLAYS
Press ↑ twice at the play selection screen to remove the giveaway pointer.

PREMIER MANAGER NINETY NINE

TACTICS

There are over 150 tactical combinations – use them to your advantage. Check the team sheet: are your opponents playing five midfielders? You may want to play a sweeper to avoid the midfield's advancing runs from deep, breaking the offside trap. Away from home, against the champions or form teams, play five at the back and a counter attacking formation. This should minimalise the goals against and maybe give your team a breakaway goal.

If you believe in fielding your strongest team week in/week out, use the pre-season to find out your best available team and the most effective formation.

Also use the area of play ratings to analyse your opponents' strengths. These are colour coded: Red = Attackers; Yellow = Midfield; Blue = Defence; Green = Goalkeeper.

Try to out-point your opponents wherever possible.

TRAINING

A key part of any successful team is training. A physically well prepared team will always be one up before the game has even started.

Use the customised training option and design a programme that is individually suited to each player. For example, with Paul Gascoigne you don't want a routine based on skill, concentrate on fitness. Alternatively, your centre half from Wigan needs to improve his left foot. Put him into a skill-heavy routine and within weeks he will be dropping 60 yard passes onto a 2p coin. This will improve the players' ratings and your side will see the benefit.

If you sign a player with raw potential from the lower leagues, design a routine over the long term which concentrates on skill and power. After a couple of seasons you will have a player ready for first team action or a £5 million prodigy to sell on to the highest bidder, much to your chairman's content!

FINANCE

Use the win bonus effectively. Use it for games where players need to be motivated – ie. 'The Anglo Italia Cup'. Also for event matches such as cup finals/title deciders/relegation deciders etc. Offer too much too often and the players will accept the bonus as a right rather than a special extra.

You need to strike a balance with ticket pricing. Charge too much and the fans will stay away, charge too little and the club will operate at a loss. For Anglo Italia and League Cup matches, reduce the prices so you can draw the biggest gate possible for minor games. Remember, fans will pay to watch a winning team, so try charging a little extra after your form has improved. Don't take liberties – the fans will stay away.

When commissioning ground development work, make sure you do it at a time when the income losses will be at a minimum. Start work towards the end of the season or during the summer. This means more work can be done without distraction. Also, if you're certain to win promotion, increase your ground capacity, making sure it is ready for the sure-fire attendance boom of the forthcoming season.

Get your sponsorship deals sewn up quickly so you have income rolling in as soon as the season has kicked off.

Don't allow the finances to go into debt for too long. Keep the club operating at a loss and it's the deadly 'vote of confidence' for you.

TRANSFERS

The database contains over 10,000 players, so send your scouts to scour as many countries as possible. Search for the hidden gem that will potentially save you millions and also earn the club a few bob via a lucrative transfer.

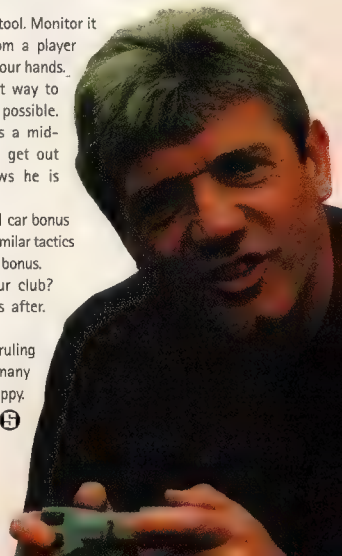
Use the Top Team and Top Scorer options as a scouting tool. Monitor it carefully week in and week out. Spot any early form from a player regardless of league status and you may have a bargain on your hands.

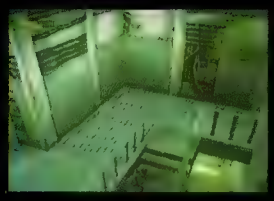
If you're a newly promoted/established club, the best way to entice a superstar is to tailor the best financial package possible. The most enticing offer to place on the agent's table is a mid-length contract offering a lucrative weekly wage and a get out clause if you get relegated. This way the player knows he is guaranteed top flight football on a decent whack.

When tabling an offer for a foreigner, use the house and car bonus option. This will make Carlos Kickaball feel instantly at home. Similar tactics can be used when enticing strikers – offer them a goalscoring bonus.

Trying to get the established but ageing pro to your club? Easy! Offer him a long term contract, it's just what he's after. Security, see?

Snap up all players you can possibly get on the Bosman ruling and sell them on for a hefty profit. Warning! Sign too many players and the wage bill will go ballistic. Director unhappy. Director will sack you.

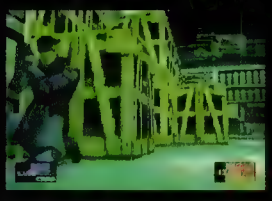




METAL GEAR SOLID

THE WALKTHROUGH

This is it. The greatest videogame to date, and how could STATION let it pass without bringing you a special edition extended length walkthrough of the complete proceedings, including VR training section and all secrets. The rest is up to you...



But, I'll take the wom
in return.

VR TRAINING

STAGE 0001

TRAINING MODE:

Point 1 – Quickly run up the corridor and wait in the alcove at the top. When the guard wanders past, nip out.

Point 2 – Straight up to the exit. Easy peasy!

TIME ATTACK MODE:

Point 1 – Run straight up to the left-hand side of the lone guard. Run around the top of him when he turns and you'll evade his gaze.

GUN SHOOTING MODE:

Point 1 – Go round the first corner and shoot from the bottom of the area. It takes three rounds to kill the guard.

Point 2 – Run up to the top and the exit will appear.

STAGE 0002

TRAINING MODE:

Point 1 – Run to the right and wait for the guard in the centre to turn before moving into the corridor.

Point 2 – Quickly nip up and around behind the guard and around to the exit.

TIME ATTACK MODE:

Point 1 – Run through the corridors to the top.

Point 2 – Press ⭕ just as you reach the guard to send him flying.

Point 3 – Quickly leg it to the exit.

GUN SHOOTING MODE:

Point 1 – Go a little way to the right. Wait by the wall and shoot the guard heading downwards as he comes into sight.

Point 2 – Move into the corridor and quickly kill the guard at the very top. Turn and kill the third guard coming in from the left.

Point 3 – Move a little further up and shoot the final guard diagonally to the right. Now peg it to the exit in the top right corner.

STAGE 0003

TRAINING MODE:

Point 1 – Press ✕ to crouch and then crawl through the gap right to the very top.

Point 2 – Run around and crawl through the small gap to avoid the guard at the bottom.

TIME ATTACK MODE:

Point 1 – Run up and stand just behind the first guard. Run round the top when he turns.

Point 2 – Quickly go to the gap and crawl through to the exit.

GUN SHOOTING MODE:

Point 1 – Knock on the wall and move closer to the corner to the left. Shoot the guard when he appears around the corner.

Point 2 – Run to the top and shoot diagonally to kill the second guard.

Point 3 – When you reach here, tap on the wall to the right and continue.

Point 4 – Shoot the guard when he comes around, then rush to the exit at the top.

STAGE 0004

TRAINING MODE:

Point 1 – Run left from the start position, then head up to the top.

Point 2 – Run straight across the top and down at the far end.

Point 3 – Enter the corridor a little way down and you're home.

TIME ATTACK MODE:

Point 1 – Run to the corner just up from the start. Wait for the guard, then chuck him to the ground.

Point 2 – Run to the exit without any bother.

GUN SHOOTING MODE:

Point 1 – Run down to the bottom left corner and kill the guard on the far right. Quickly turn and kill the guard coming from the top of the screen.

Point 2 – Go up and across the top, killing the guard to the right. Stop at the gap and kill the fourth guard in the corridor.

Point 3 – Run to the corner and shoot the final guard by aiming diagonally through the gap. Head down to the right to the exit.

STAGE 0005

TRAINING MODE:

Point 1 – Run to the right avoiding the lighter coloured tiles.

Point 2 – Carefully make your way to the block behind the guard and press up against it. Sidestep left to avoiding making a noise.

Point 3 – Once clear, leg it to the exit before the guard hears you.

TIME ATTACK MODE:

Point 1 – Run across the lighter coloured tiles to attract the guard. Immediately run around to the left and up the screen.

Point 2 – Keep running up the centre. The other guards are too far away to spot you.

GUN SHOOTING MODE:

Point 1 – Stand up against the block and shoot directly upscreen to kill the guard ahead. Walk forward and kill the next guard to the right.

Point 2 – Move to the left and take out the puzzled guard walking up the screen. Kill the final guard by aiming down and to the left.

Point 3 – Leg it like mad to the exit at the top.

STAGE 0006

TRAINING MODE:

Point 1 – Run up and to the left. Wait for the camera to point upscreen then leg it past, keeping close to the wall.

Point 2 – Head downwards and around the bottom. You're now clear to reach the exit up top.

TIME ATTACK MODE:

Point 1 – Run past the first camera, hugging the wall as you go.

Point 2 – Go around the end of the wall and under the next camera. Go up next to the wall and around the top to the exit.

GUN SHOOTING MODE:

Point 1 – Pass the first camera and go around the top when the guard heads downwards. Aim up the screen and kill the guard at the top first. Face downscreen and shoot the other guard in the back.

Point 2 – Move down and stand below the camera at the bottom. Shoot the guard to the left, then run across to the left and up to the exit.

STAGE 0007

TRAINING MODE:

Point 1 – Stand still to start with and wait for the two guards to turn.

Point 2 – Stay just behind the guards and follow them upscreen, stopping just out of view when they stop and turn halfway up.

Point 3 – Crouch next to the middle block on the right, the guard won't see you when he turns and looks your way.

Point 4 – When the guards have passed, you can run to the exit.

TIME ATTACK MODE:

Point 1 – Run straight up the middle to the first block and wait for the guards to turn.

Point 2 – Peg it around to the next block and get in the centre again. Wait once more for the guards to turn and head for the exit.

GUN SHOOTING MODE:

Point 1 – Stand here and shoot the guard in front of you. Next, go for the one to the right and finally the one to the left.

Point 2 – Move to here and shoot the guard to the left, then the one to the right.

Point 3 – Move upscreen a little further and shoot the final guard. Now leg it to the exit at the top.

STAGE 0008

TRAINING MODE:

Point 1 – Wait for the nearest guard to face, left then run right, keeping close to the bottom wall.

Point 2 – When you get near the second guard, wait again. When he faces to the right, nip past then head upwards to the exit.

TIME ATTACK MODE:

Point 1 – Run straight along the corridor, keeping tight to the bottom wall to avoid being seen.

Point 2 – Run around the corner and behind the guard's back to reach the exit.

GUN SHOOTING MODE:

Point 1 – Don't move, just fire off three rounds to kill the guard along to the right.

Point 2 – Stop at the corridor and quickly shoot the guard above before he turns around.

Point 3 – When the guard appears around the corner, quickly shoot him then head upscreen and to the right.

Point 4 – Kill the final guard when you get close, then make for the exit up to the right.

STAGE 0009

TRAINING MODE:

Point 1 – Press up against the nearby block and tap on it by pressing ⭕. Run to the right and around the other side when the guard moves off to investigate.

Point 2 – Make your way up to the end of the long corridor and press against the wall. Knock on the wall and head round the opposite way to the guard to reach the exit safely.

TIME ATTACK MODE:

Point 1 – Run up the corridor and tap on the wall just below the second alcove to attract the guard opposite.

Point 2 – Immediately run across to the far wall and up behind the guard.

Point 3 – Go to the left at the top and around the top of the guard as he turns from right to left.

GUN SHOOTING MODE:

Point 1 – Knock on the wall and take out the guard as he appears from the alcove.

Point 2 – Head up the centre and shoot the next guard coming down.

Point 3 – Go a little further up, stand over to the left and kill the guard directly upscreen. Cross to the other side of the corridor and shoot the next one.

Point 4 – Shoot the first guard that appears from the top, then aim across the other side for the final kill and head for the exit at the top.

STAGE 0010

TRAINING MODE:

Point 1 – Run directly to the right and crawl into the small gap.

Point 2 – Go straight ahead at the split and continue to the end.

Point 3 – When you reach the end, wait for the guard to walk away from you before crawling out.

Point 4 – Quickly run and crouch next to the step to avoid being seen. When the guard walks to the left, run up the slope to the exit.

TIME ATTACK MODE:

Point 1 – Go to the bottom of the slope and wait for the guard to turn to the left. Run up and throw him before he turns back.

Point 2 – Quickly head up and run below the camera whilst hugging the wall.

Point 3 – Go across to the left and behind the guard to reach the exit.

GUN SHOOTING MODE:

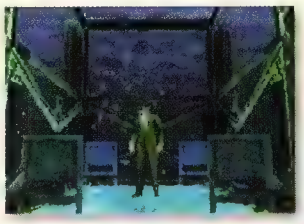
Point 1 – Stand just to the right of the block and shoot the first guard.

Point 2 – Keep as wide as you can to avoid the camera on the left, then shoot the next guard as he appears.

Point 3 – Avoid the spotlights, then shoot the guard coming across from the right. Kill the guard on the raised area, then head up the slope.

Point 4 – Climb the steps and head downscreen. Shoot the guard down in the bottom right corner.

Point 5 – Stand on the edge and kill the final guard from above. Go back down the steps and the exit appears.

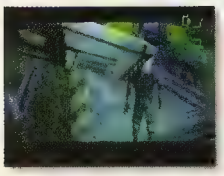
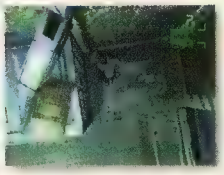


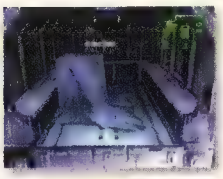
DISC ONE

DOCK

The game begins with Solid climbing out of the water and taking off some of his gear. Answer the call from Roy Campbell and listen to what he says. Head down the steps into the water and collect the ration from behind the barrel. Return up the steps and crawl under the pipe to the left of the water tank. To the far right of here is another ration, but you don't need to collect it.

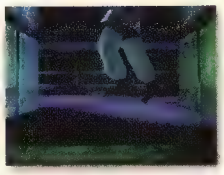
Keep to the left and press your back against the wall ahead. You see a guard further up. When he comes round the corner, run up to the crate near the top of the room. Wait here for the guards to meet in the centre corridor, then run up and across the top to reach the far corner. Collect the ration from behind the forklift, then wait until the elevator arrives. A guard comes out of the elevator and looks towards the forklift. Keep yourself around to the right to avoid being spotted. When it's clear, make for the elevator and head up to the surface.



Return to the main yard and head upscreen. Jump into the back of the truck and pick up the Socom pistol. You have two choices – either go for the lower vent duct (tricky) or the upper vent duct (easier) on the walkway above.

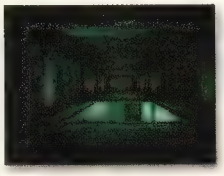
The lower vent duct is situated just in front of the truck, but is guarded by a sleeping guard. Stick to the wall behind him and sidestep past, crouch, then crawl in.

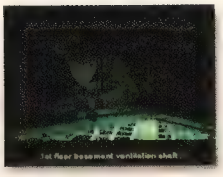


If you want to take the other route, go back to where you started the level. Go to the right and up onto the snowy area. Go up and you will find a row of vents. Run up the right-hand side and stop at third one. Pick up the ration if you so require and wait for the guard to pass. Quickly run upwards as he spots your footprints and follows you. Get under the camera by the stairs, then make your way up. Stop on the second flight as there's sometimes a guard on the walkway above. Make a run for the vent duct when the guard goes to the far end.

HELIPORT

Once the cut scene finishes, go to the left and collect the ration from the clifftop if you need it. Head towards the helipad in the centre and stand just outside the range of the spotlights. Run into the centre without the spotlights catching you, collect the chaff grenades and run back. Go to the left and stand below the camera. Crawl around to the left and pick up the stun grenades.





THE CAST

ROY CAMPBELL AND NAOMI HUNTER

Frequency 140.85

Roy the Colonel Campbell is in charge of your mission and is your main contact throughout. Naomi is a genetic engineer who is on hand to dish out any info about anything gene related.

MERYL

Frequency 140.15

Introduced as the Colonel's niece. She's being held somewhere on the base. Snake meets up with her when she escapes from her cell. He eventually falls in love with Meryl and finds out she is in fact the Colonel's daughter.

MASTER MILLER

Frequency 141.80

Snake's mentor and general know-it-all when it comes to Alaskan wildlife. At the end of the game you'll find out that this is in fact Liquid Snake in disguise leading you up the garden path. The blighter.

NATASHA

Frequency 141.52

A nuclear expert who can be contacted to find out about the nuclear warheads and the like being stored on the base site.

OTACON

Frequency 141.12

You meet up with Otacon, a scientist from the labs, after fighting the Cyber Ninja. Otacon provides vital information and helps Snake out of trouble more than once.

MEI LING

Frequency 140.96

A communications expert who devised the radar system Snake uses. Calling Mei will allow you to save your game and quite often provide a useless snippet of Japanese sayings or proverbs.

DEEPTHROAT

Frequency 140.48

Allegedly the informant from the Watergate scandal, but in fact turns out to be the Cyber Ninja. Better known to Snake as Gray Fox, this is a soldier he fought in one of his previous missions.

THE ITEMS

Every item in the game listed and explained – what more could you want?

RATION

The most essential item in Snake's inventory, the ration restores much needed health. With the ration selected, your health is automatically replenished when it depletes.

LOCATION – All over the place.

SCOPE

A powerful set of binoculars for checking out the terrain up ahead. Zoom in and out with ⊙ and ⊗.

LOCATION – You start with it.

NIGHT VISION GOGGLES

Turns night into day by intensifying the smallest amount of light. Not essential but they do make it easier to get through the dog caves later in the game.

LOCATION – Level B2 of the nuke building, in the top right-hand room in the office below the generator.

THERMAL GOGGLES

Show up heat sources and can even reveal someone using a stealth device. Can also be used to show the position of claymore mines and infra-red laser beams.

LOCATION – Room to the right on the upper level of the tank hangar.

PAN CARD

A security card which 'uses the salts in the body as a transmission media' apparently. In simple terms, it opens doors for you. The level of security restricts you to opening doors displaying an equal or lower number.

LOCATION – Initially given to you by the DARPA chief and you obtain more cards as you progress.

PAL KEY

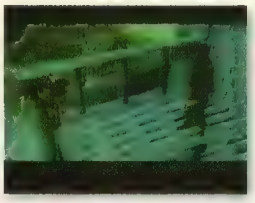
The key needed to de-activate the nuke device on Metal Gear Rex. The key is in fact three keys in one. It has a different form at low, high and room temperature.

LOCATION – Given to you by Meryl.

GAS MASK

As you'd expect, the gas mask protects you from harmful gases. It's worth noting that the mask doesn't completely stop the gases' effects but merely slows them.

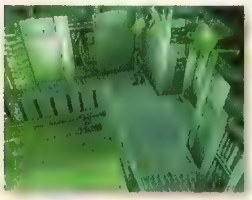
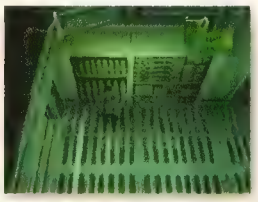
LOCATION – Middle right room of the gas filled corridor (where the floor is electrified).



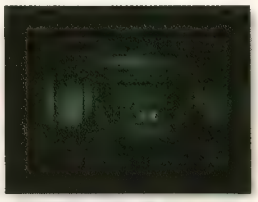
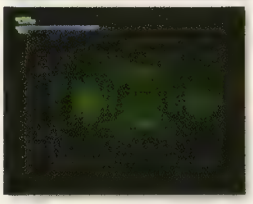
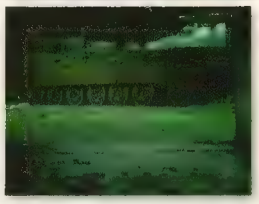
TANK HANGER

UPPER VENT DUCT

Answer the call from Miller, then continue through the duct. When you reach a grating you'll see a short cut scene. Keep crawling through the vent and you come to an opening. Collect the ration if you need it or just press the action button to drop down. Answer the call from Campbell when you get onto the walkway. Go to the left and pick up the chaff grenades if you want, then go to the right.

Dodge the camera's view and enter the room on the right. There's another camera here. Avoid being spotted and collect the thermal goggles. Go back out to the walkway and follow it along to the end. Use a chaff grenade to blind the camera, then go halfway down the steps. When the coast is clear, go down to the Hanger Floor.

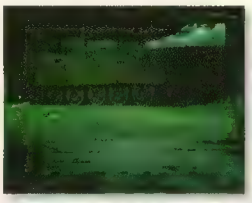




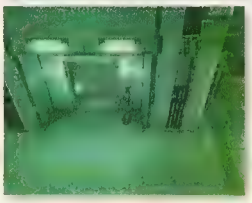
LOWER VENT DUCT

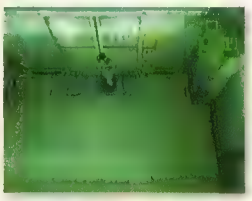
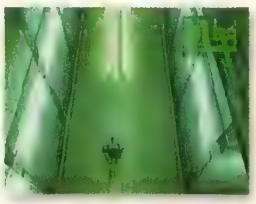
At the split, go to the left if you need a ration – if not, take the right-hand route. You get a call from Miller, he says a few words about the mice in the duct. Follow the mice through the water up ahead and continue to the end. Wait if a guard is nearby, then crawl out onto the Hanger Floor.

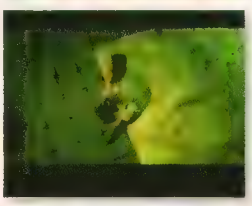
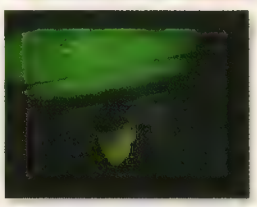
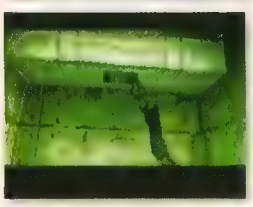
HANGER FLOOR

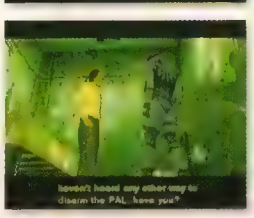
Find the elevator and collect the Socom bullets from the left. Activate the elevator by pressing the action button. It may take a few seconds to arrive. If you have to, move away to avoid the guards and then return. If you miss the lift, don't worry because it opens immediately when you activate it again. Jump in and go to the panel in the bottom left corner. Press action and select floor B1.





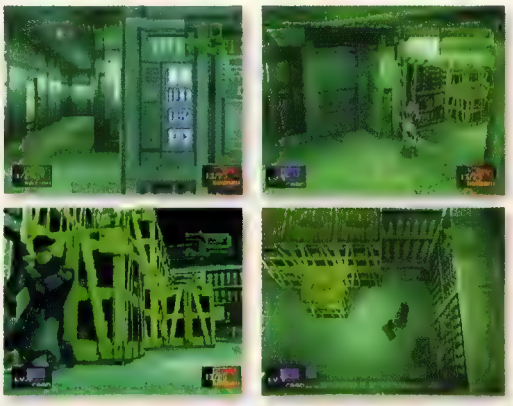


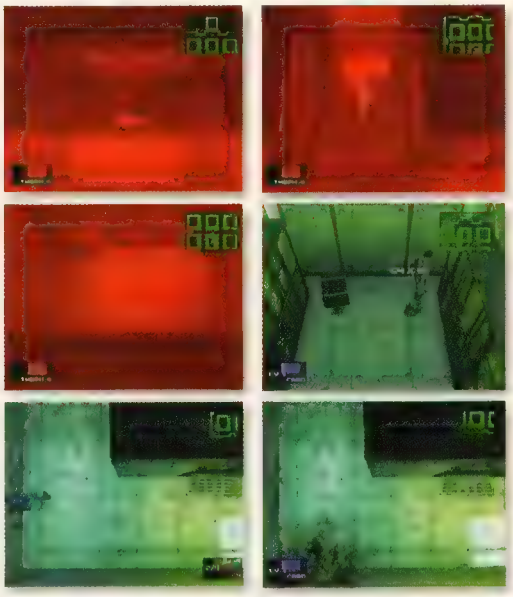
CELL (B1)

As soon as you get out of the lift, answer the call from Mei Ling. Head down the corridor and climb the ladder at the end. Crawl through the duct and drop into the cell below. You now get a lengthy cut scene with the Chief of DARPA, during which he gives you a PAN card. When the scene ends, pick up the ration under the bed if you need it, then go out through the door when it opens. You now get another shorter cut scene.

Be prepared, immediately after the cut scene you have to fight the guards that rush through the door. The guards come in waves of three and drop plenty of rations and ammo. After the first wave, the lady helps you out by going nuts and killing the guards in a mad frenzy. Go to the top right corner as the guards will throw grenades, you'll be safe there. After the guards are dead you get another cut scene, during which you see Psycho Mantis for the first time.

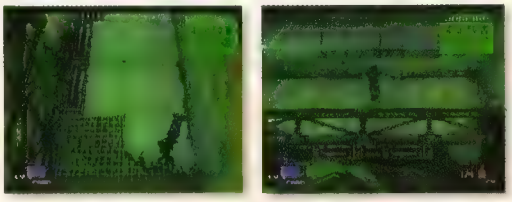
Go to the elevator and head up to the tank hanger on Level 1 again. Walk out of the lift and go along the wall to the right. Equip yourself with the PAN card and the door at the far side will open as you approach it. Crouch by one of the crates and the guard won't see you. Creep up behind and strangle him quietly. Pick up the ration and Socom Suppressor, then go back to the lift. Head down to Level B2.





ARMOURY (B2)

In the area ahead are a number of trap doors. Equip yourself with the thermal goggles to see them. Go to the door of the room directly in front of the lift and equip Snake with the Level 1 PAN card. Enter the room and pick up the C4 crates, then exit. Use the goggles again and go to the bottom left corner of the main room. Place one of the blocks of C4 right in the corner, retire to a safe distance and detonate it. Go back to the lift and head up to Level B1, return back to B2 and the C4 crates will have reappeared. Pick up the C4 and go through the gap in the wall you've created.



Go down the corridor until the concrete floor ends. Stick some C4 on the grey section of wall to the right and blast it. Enter the hole and place more C4 at the end. Place another slab of C4 on the top wall where it looks like it's been cemented over and blast the two walls open.

MINE DETECTOR

If your radar isn't being jammed, then you can use this to show up the mines and the direction in which their sensors are pointing. The mine detector is also used later in the game to pick up the PAL card dropped by Snake.

LOCATION – The computer room in the tank hanger.

CIGS

A seemingly pointless item but can in fact show up infra-red laser beams. Smoking is harmful and Snake's health will slowly fall whilst he's puffing away.

LOCATION – You start with them.

KETCHUP

An item of apparent uselessness. But, equip Snake with it when he's in the medi-room, then lay on the floor when the guard goes to the bog. When the guard returns, he thinks Snake's killed himself and opens the cell door.

LOCATION – Given to you by Otacon when he visits you in the medi-room.

SNIPER WOLF'S HANDKERCHIEF

Equip Snake with this and the dogs in the cave will love him – no more bitten ankles!

LOCATION – Given to you by Otacon when he visits you in the medi-room.

DIAZEPAM

Diazepam, although it sounds like a cake topping, is a drug which calms the nerves. Use a shot of this when using the PSG-1 sniper rifle to make aiming a doddle.

LOCATION – First found in the bottom left office of the room below the lift on Level B1 of the main building.

MEDICINE

If Snake gets a cold then you need to take some medicine to cure the noisy sneezing.

LOCATION – The room just above the office where you first find the diazepam.

TIME BOMB

At some point in the game Snake will pick up a time bomb. The bomb explodes when the timer reaches zero, so get rid of it quick. Select the bomb and press ⊙ to chuck it.

LOCATION – Picked up when retrieving Snake's items after escaping the medi-room. Also can be found in Rex's hanger when looking for the PAL key.

CAMERA

Take a picture of anything from wherever you like, save them to memory card (two blocks for each piccy) for later

perusal, it serves no real beneficial purpose that we can work out.
LOCATION – A room adjoining the secret corridor along from where you fight Ocelot. Needs a Level 5 PAN card.

ROPE

Used by Snake to escape down the side of comm tower A.
LOCATION – Bottom of comm tower A before climbing stairway.

CARDBOARD BOXES

Get inside a box and the guards will just wander past, oblivious. It's only the dogs that aren't fooled.
LOCATION –
Box A: The room at the top of the steps next to the elevator in the tank hanger level 1.
Box B: Top left office of the room opposite the lift on Level B1 of the nuke building.
Box C: Building by the snowfield where you fight Sniper Wolf for the second time.

THE WEAPONS

STUN GRENADES

Explode with a blinding flash and a loud bang, disabling all enemies nearby for a short time. Use one of these if you get attacked by more than one guard, allowing you to escape and hide.

CHAFF GRENADES

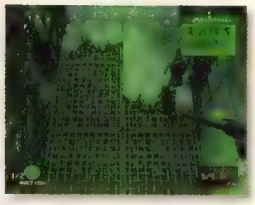
A very useful tool, just lob one of these babies and watch as the cameras flip out. Unfortunately the effect doesn't last long and your radar is jammed at the same time.

GRENADES

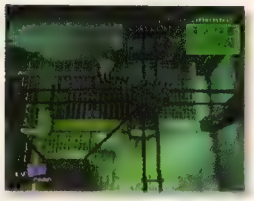
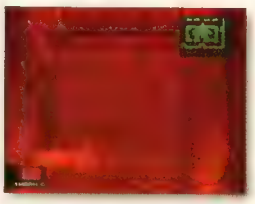
A plain old grenade, but still does a good job. Throw one of these off a walkway to surprise patrolling guards below. The only problem is the five second fuse...

C4 EXPLOSIVE

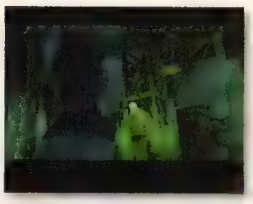
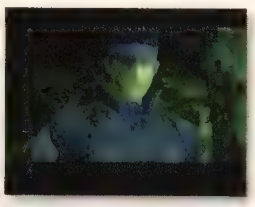
Set traps and blow holes in walls with a block of this plastic magic. The charges can be triggered remotely even when you've selected another weapon. Try placing a charge in the path of a guard then blow him skywards when he passes – great fun!
LOCATION – First collected from the store in the middle at the bottom of the armoury.

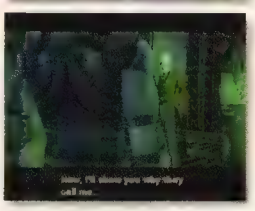


If you don't have plenty of ammo and rations, then enter the wall to the right. If you do, then skip this section. Enter the room to the right and collect the ration at the bottom and C4 at the top. Watch out for the automatic guns as they can still track you. When you're ready, go back and enter the other room.

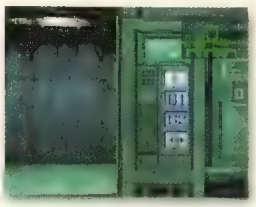
When you go through the other gap you find Kenneth Baker tied up. All around the room are tripwires connected to C4. Revolver Ocelot makes an appearance and it's time to fight.

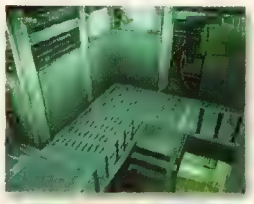


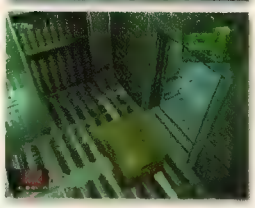
REVOLVER OCELOT

Revolver is very skilled at aiming and can even ricochet his bullets off the walls. Keep moving about, but not in a predictable manner or you'll be a sitting duck out there. At the top of the screen you can see how many bullets Revolver has left. When he's run out, take aim and fire at him. When he's been shot you have to wait a short while before you can have another go, so don't waste ammo. It doesn't take too many shots to defeat Revolver and when you do, you get a long cut scene with the first appearance of a strange Ninja.



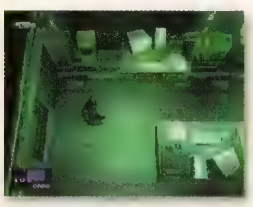
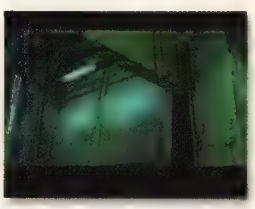
You now have the level PAN card so you can get tooled right up in the armoury. Exit from here via the hole in the wall at the bottom and head back to the room with the trap doors and visit all of the rooms along the bottom. Take care as guards are now patrolling this area. Also, when you enter the room in the bottom right corner, use the thermal goggles and crawl under the lasers to avoid detection. Make sure you pick up the FA-MAS Assault Rifle from here. When you're done, take the elevator up to Level 1.





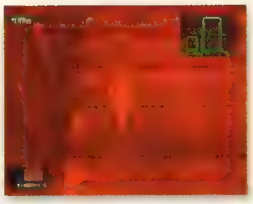
TANK HANGER

Head up the steps next to the elevator. Use a chaff grenade to blind the camera at the top. Enter the first room along to the left and you will find a cardboard box and some more chaff grenades. Exit the room and head along the walkway to the left. You need to reach the room at the end, but it's guarded. Get the Socom out and wait for the guard to walk away from you, run up behind him and shoot him at close range. Avoid the camera, collect the Socom rounds and enter the room.

Pick up the mine detector and the ration. Stand next to the computer (look for the red dot on the radar) and use your radio. Set the frequency to 140.15 to contact Meryl. After Snake and Meryl have had a chat, use the radio again and set it to 141.52. Have a natter with Natasha then leave the room. Go down to the hanger floor and wait around by the large gate to the right of the elevator. You get a call from Meryl and she opens the gate.

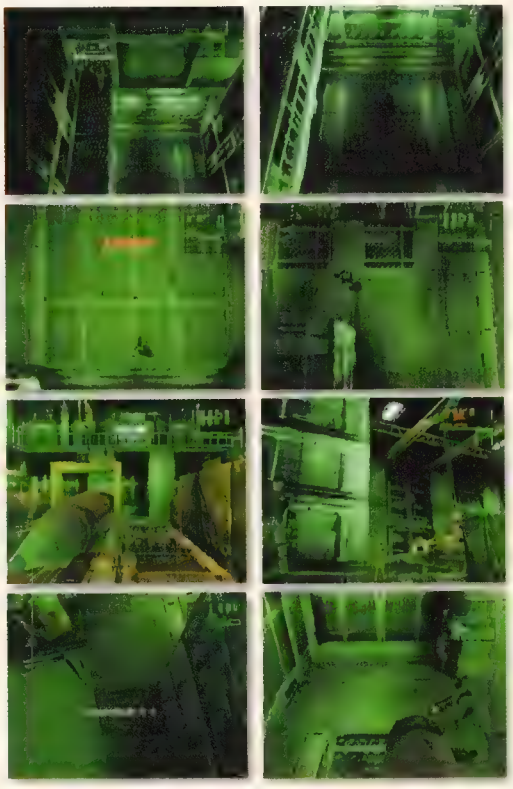
As soon as you go through the gate, answer the call from Meryl. Equip yourself with the thermal goggles and you will see the infra-red laser beams. Carefully dodge the beams and head for the far end. Once past the beams, equip the Level 2 PAN card to open the gate.



VULCAN RAVEN

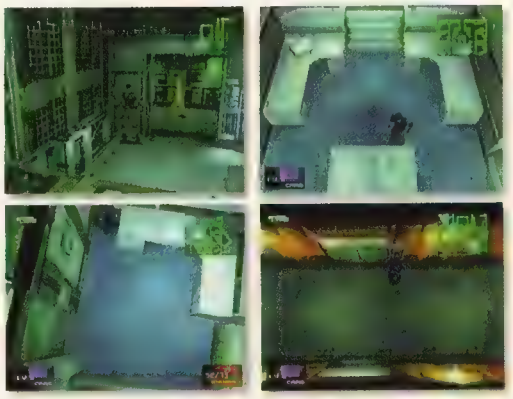
You may have noticed one of the tanks was missing from the hanger – well, it's out here and you have to fight it. Move ahead a little way and take the call from Deepthroat. Equip yourself with the mine detector and collect the ration from behind the rock to the left if needed. Head upscreen and Vulcan Raven appears in his tank.

Head up the right-hand side of the area and grab as many grenades as you can. Watch out for the machine gun fire! Don't stop or you'll get hit. Get close to the tank and throw a grenade. You need to get it to land on the top near the gunner. If you need it, there's another ration behind the pipes at the top. Hit the gunner with a few grenades and he'll be thrown clear of the tank. Cue another cut scene!



NUKE BUILDING

Go up the steps to the left and collect the ration at the end. Go back and head down the main ramp to the gate at the bottom. Crawl under the gate when the coast is clear and go to the left. Keep going to the far corner and pick up the grenades. Be careful in here – if you're spotted, poison gas is released.



Go up the steps and wait for the guard to walk away if he's nearby. Go along the walkway and call the lift. Take the elevator down to the offices on floor B1.

Whilst in the lift, equip with the Level 3 PAN card. Exit and go through the door opposite the lift. Go to the centre of the room and pick up the Socom ammo. Watch out for the guard patrolling. Nip up the steps to the right and enter the office. Collect the Nikita missile launcher and missiles. Now go back to the elevator and head down a floor to B2.

SOCOM

The first gun you meet in the game. A simple pistol that can kill a guard with three rounds. The Socom has a slow fire rate, so is not too suited to gun fights. Keep this for shooting guards in the back.

LOCATION – In the back of the truck at the heliport.

SOCOM SUPPRESSER

A silencer add on for the Socom. Guards will no longer hear you firing – very useful for creating a stealth weapon.

LOCATION – The room in the top right corner of the tank hanger's lower deck.

FA-MAS

The real deal, an assault rifle with a rapid fire action, ideal for gunning down a group of guards. The FA-MASs letdown is the slow loading time. Reload it manually whenever you get a break in fighting.

LOCATION – Bottom [illegible] side room of the armoury.

PSG-1 SNIPER RIFLE

An essential item for beating Sniper Wolf. Shoot people (and rats!) from miles away without running the risk of being spotted. Can be tricky to aim, so use the diazepam to calm your nerves.

LOCATION – Top left [illegible] of the armoury.

CLAYMORE MINES

A nasty weapon to be on the wrong side of, although luckily the infra-red goggles and mine detector make them easy to spot. To pick the mines up, simply crawl over them.

LOCATION – First found when entering the snowfield where you fight Vulcan Raven in his tank.

NIKITA LAUNCHER

Not a fire and hope missile but one you can control after launch. Use the direction buttons to steer the missile to your required destination. It's far easier to control the missile if you use the first person mode.

LOCATION – First found in the bottom right office on the room below the lift on level B1 of the nuke building.

STINGER LAUNCHER

A powerful weapon, but does leave you vulnerable whilst aiming. It's best to fire when a target has been locked onto, although you can get away with a manual shot.

LOCATION – When you first enter into comm tower B after crossing the walkway.

THE QUICK BOSS GUIDE

For quick reference, here's a brief guide to defeating the bosses in the game.

REVOLVER OCELOT

– TEN SHOTS WITH THE SOCOM.

Just use the gun or set some of the explosives. Attack when he's reloading or boasting.

VULCAN RAVEN (TANK)

– FOUR GRENADES.

Get close to the tank and throw grenades onto the top of the turret. Use chaff grenades to jam the tank's radar.

VULCAN RAVEN (WAREHOUSE)

– SIX STINGER MISSILES.

Keep out of sight and wait for him to come to you. Fire the stinger just as he rounds a corner to prevent him shooting the missile. Don't get too close as he'll just keep firing at you.

CYBORG NINJA

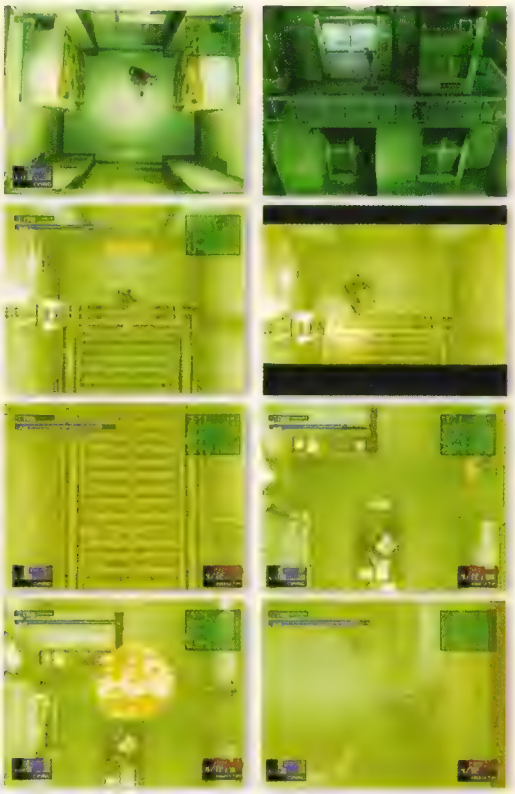
– 60 HITS HAND-TO-HAND.

Use the thermal goggles to see him when he cloaks. Use punches and kicks until the very end, then unload the Socom into him.

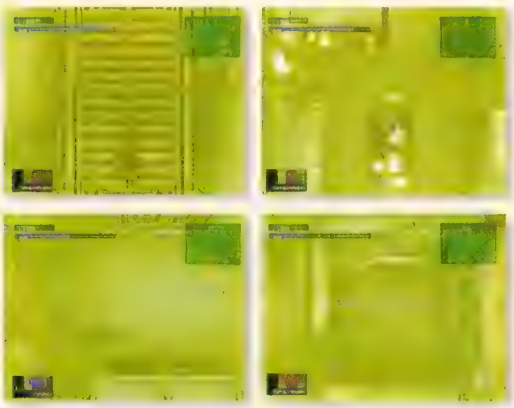
PSYCHO MANTIS

– 20 SHOTS WITH THE FA-MAS, 40 HITS HAND-TO-HAND.

Put your controller in port 2 to make it easier. Only attack Meryl with punches to keep her alive. Learn the cycle of his attacks and use the thermal goggles to see Psycho when he cloaks. Be patient and chip away at his energy.



Go down and enter the airlock just below to the left. When you get out of the airlock, collect the call from Deepthroat. You have to destroy the generator using the Nikita missile. Equip the Nikita and fire a missile straight down the screen. Direct it left at the end of the corridor and through the door. Go up and through the door in the top left corner. Immediately go right and through the door, then upwards to the generator.

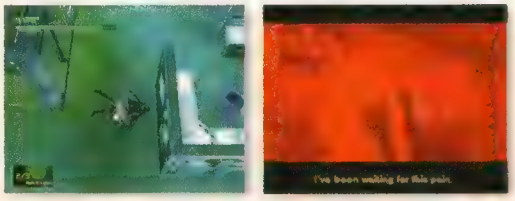


Go back through the airlock and get some air. Go back to the gas filled corridor and head downwards. Enter the first room and collect the ration. Exit and enter the bottom room on the right. Pick up the gas mask while avoiding the gun. Equip the gas mask and go to the left at the end of the corridor. Avoid the guns and enter the second office on the right using the PAN card. Collect the C4 and grenades from the room. Go into the next room up and pick up the Nikita missiles. Now go to the generator room and pick up the chaff grenades and ration.

Go back and get some air, then re-enter the corridor. This time, go right at the bottom and through the door. Go through to the right then up. You will now get a short cut scene. Follow the carnage and go through the door that you see the ninja passing through. After the cut scene you must fight the Cyborg Ninja.

CYBORG NINJA

After seeing what the ninja did to the guards outside you'd think he would be a worthy foe for Snake, but in reality he's quite easy

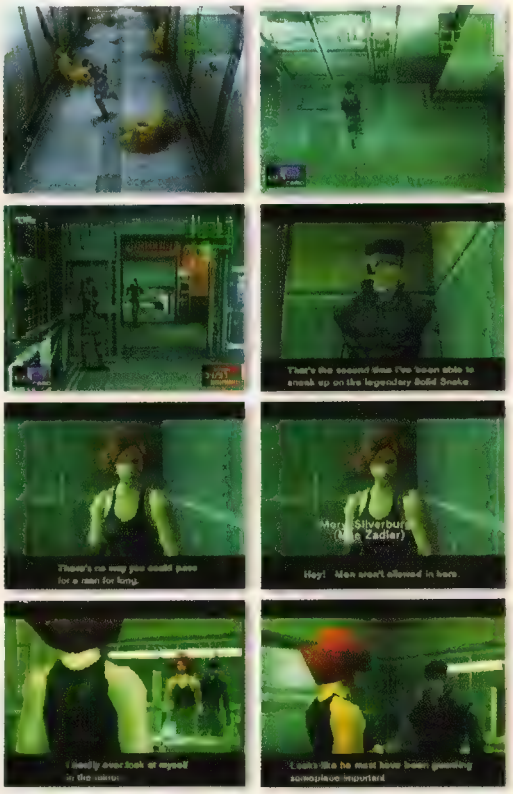


to beat. To start with, keep your distance and bait him into using flip kicks and keep out of sword range. Make sure you get out the way of his feet, then dive in with a combo of punches and kicks when he stops. Get clear when he rises up and slams down, as this attack is damaging but leaves him vulnerable just after landing. If you need it, there's a ration over to the left in the glassed area.

After a while, the ninja will sheath his sword and take you on hand-to-hand. Just keep using the same method as before, but you don't have to worry about the sword now. When the ninja is down to about half energy, he starts using his stealth suit and will teleport about the place. Use the infra-red goggles to reveal his position. Either get him when he's hiding or wait. When he approaches, turn to face him and lash out when he gets close. After each burst of hits he teleports again.

When nearing defeat, the ninja changes strategy again. This time he walks right up to you and teleports when you strike out. When he gets close, punch him once then run towards him. He teleports and throws a punch himself, so rush in with the old 1-2-3 combo. Now just repeat the process.

When the ninja's run out of energy, get away from him. He starts to glow and freaks out. Just use the Socom and shoot him a few times to win the bout.



After the fight you get a long cut scene with Dr Otacon. He gives you the Level 4 PAN card. Collect any ammo and other items in the office, then leave. Head back through the corridors to the gas-filled room just before the generator room. Avoid the guns as before and enter the top room in the office along to the left, pick up the night vision goggles and head back towards the airlock. Enter the second room on the right in the main corridor and pick up the stun grenades. Use your Comec and call Dr Otacon on 141.12. Head back to the elevator and go to floor B1. Enter the large room opposite the lift and enter the room in the bottom right corner. Pick up the FA-MAS ammo and the ration. Go into the room in the top left corner and pick up the cardboard box. One of the guards in this area is Meryl – look for the guard that wiggles its butt and that's her. Sneak up behind her and chuck her to the floor. Quickly hide in one of the side rooms and she runs off. Meryl heads for the rest room to the right of the elevator. Exit the room and enter the rest room. Look in the far cubical and you'll find a uniform. You hear Meryl's voice and a cut scene kicks in.

PSYCHO MANTIS

Get out of the rest room and follow Meryl. Go into the room opposite the lift again and go into the side offices to collect the various ammo, rations and the diazepam. Exit the room and go up the corridor to the left. Open the door and enter the room. After a brief cut scene, Meryl

SNIPER WOLF

– FIVE SHOTS (FIRST BATTLE) AND EIGHT SHOTS (SECOND BATTLE) WITH THE PSG-1.

Take a shot of diazepam to improve your aim. Wait for her to step out of cover, then fire. Make sure you're pointing in the right direction before equipping the rifle to save time aiming.

LIQUID (HIND)

– 15 STINGER MISSILES.

Keep behind the buildings so Liquid can't hit you. Aim the Stinger when Liquid stops firing at you. Keep to the top when he fires the missiles.

LIQUID (REX)

– SEVEN STINGER MISSILES.

Keep your distance and avoid the machine gun fire. Fire the Stinger at the radome (first battle) or cockpit (second battle), then quickly run towards Rex to avoid the missiles.

LIQUID (HAND TO HAND)

– 65 HITS.

Throw Liquid into the centre and kick him from behind. Avoid throwing him off the edge and falling off yourself as this wastes time. Watch out for Liquid's charge attack as its very damaging.

SECRETS AND EXTRAS

EXTRA MODES

TIME ATTACK MODE

Complete all ten stages in the practice mode of the VR training. In this mode you have a set time limit for each stage.

GUN SHOOTING MODE

Complete all ten stages in the Time Attack Mode of the VR training. In this mode you have to shoot the guards to exit and there's a set time limit.

SURVIVAL MODE

Complete all ten stages in the Gun Shooting Mode of the VR training. In this mode you have to work through all ten stages in a set time and with limited ammo.

TECHNICAL DEMONSTRATION

Complete the Survival Mode. This mode shows the computer completing the stages with very quick times.

EXTREME MODE

Complete the game on any difficulty setting. On this setting you have no radar, the rations are only dropped by guards, the guards are tougher and there's less ammo. Basically it's nightmare hard.

DEMO THEATRE MODE

Complete the game on any difficulty setting. Allows you to view the cut scenes from the game. The two versions of the ending are only accessible by completing the game with both endings.

PHOTO ALBUM MODE

Pick up the camera during the mission and complete the game. This will allow you to view the pictures you have taken with the camera.

RANKINGS

When you complete the game, you'll be given a ranking. The ranking depends on several factors including completion time, number of guards killed, rations taken, number of continues used and number of saves.

The first seven rankings are specific:

RANK 1:

HOUND, DOBERMAN, FOX, BIG BOSS. Complete the game in less than three hours, kill 25 guards or less, use one ration or less and don't continue.

RANK 2:

PIGEON, FALCON, HAWK, EAGLE. Complete the game in less than two and a half hours.

RANK 3:

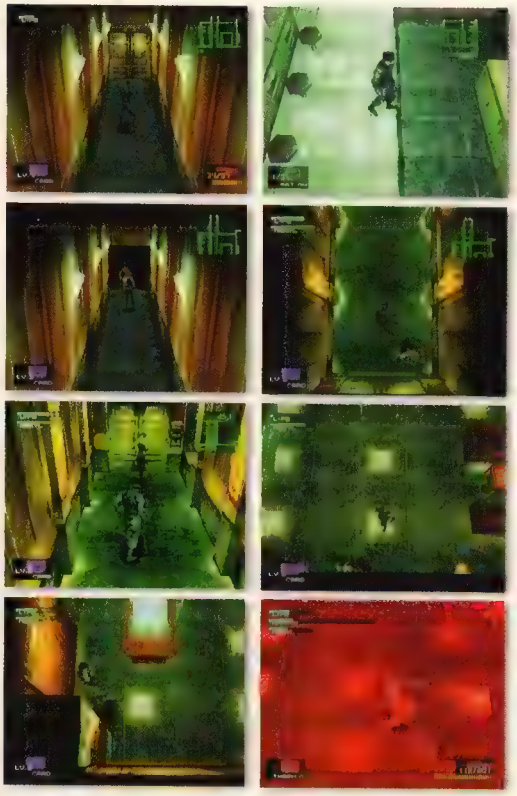
PIRANHA, SHARK, JAWS, ORCA. Kill 250 or more guards.

RANK 4:

PIG, ELEPHANT, MAMMOTH, WHALE. Use 130 or more rations.

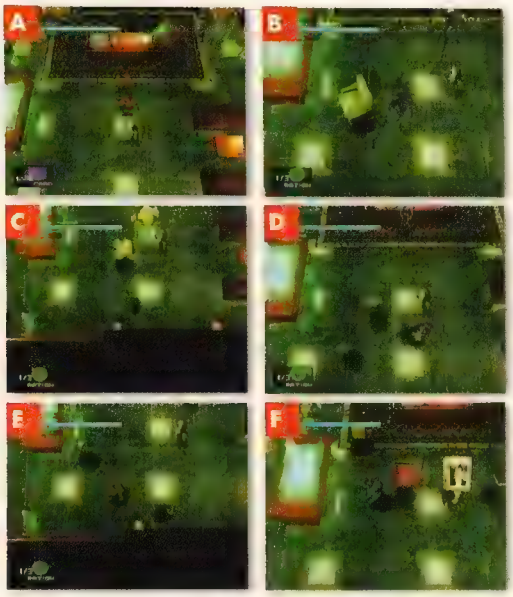
RANK 5:

CAT, DEER, ZEBRA, HIPPOPOTAMUS. Save your game 80 or more times.



is being controlled by Psycho Mantis. Use punches and kicks to knock her out, but be quick or she will shoot you. Once Meryl's disabled, you face Psycho Mantis. This guy can read your mind, so to counter this (this isn't a joke!) take your pad out of control port one and put it in port two – now he won't know what you're doing!

Psycho has a number different attacks which he cycles through:



A. DISCS – He throws partially invisible discs at you then moves to a new position. Use the infra-red goggles to see where he is then quickly run and land a punch before he throws a disc.

B. CHAIRS – Next he levitates three chairs and makes them spin around himself. Simply stay back in a corner and shoot him if you get a clear view.

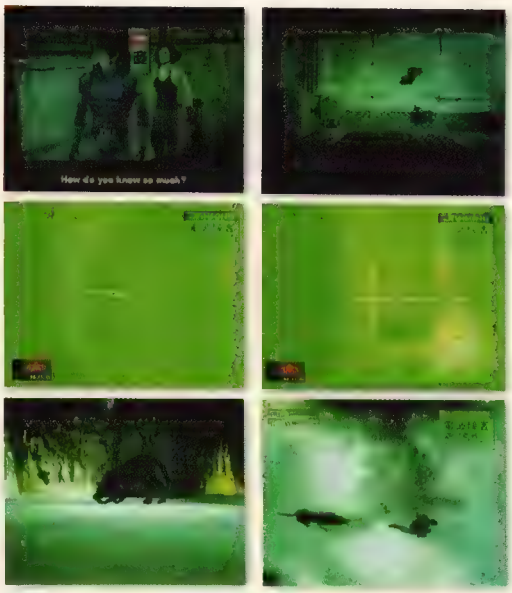
C. BUSTS – Keep down by the bottom wall and the two busts that sweep across the room will miss you.

D. VASES – He now floats two vases. They take it in turns to make a dart towards you and stop again. This is the best time to go up to Psycho and give him a hefty kick in the ass.

E. STAG HEADS – Psycho summons three stag heads, then throws them at you. Wait and then crouch when he launches them.

F. PICTURES – Finally he throws pictures and a crate downscreen at you. Stand at the bottom of the screen in line with Psycho, then walk up and smack him.

When Psycho's energy gets low he will revive Meryl and force her to shoot herself in the head. Quickly get to her and knock her out again. Psycho goes, well, a bit psycho really and lobs a range of his previous attacks at you. Get in a few hits during this stage and he changes tactics once more. He just uses the disc attack on you. Equip yourself with the thermal goggles to see where he is and hit him when he stops. Be quick and he won't get chance to throw the discs. Once defeated, Psycho Mantis reels off a long speech and reveals a secret door for you.

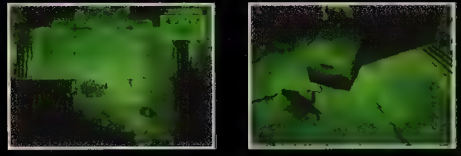


CAVE

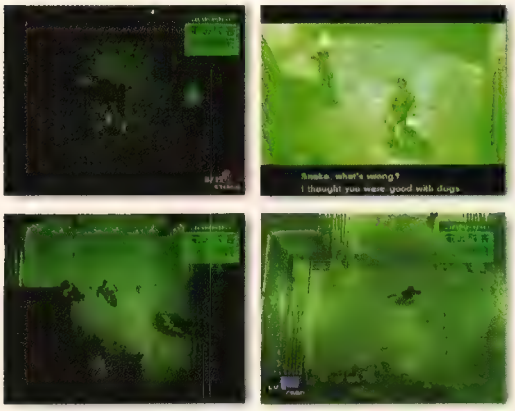
Enter the passage and collect the items on the other side of the railing, then go through the door into the cave. At this point Meryl runs on ahead. Go all the way along to the right. Equip the night vision goggles and collect the ration at the top and Socom rounds down at the bottom. Head back to the left and then go up. Crawl through the gap and throw a stun grenade. Run up and to the right and you come across two gaps. Crawl through the

WEE DOG WEE

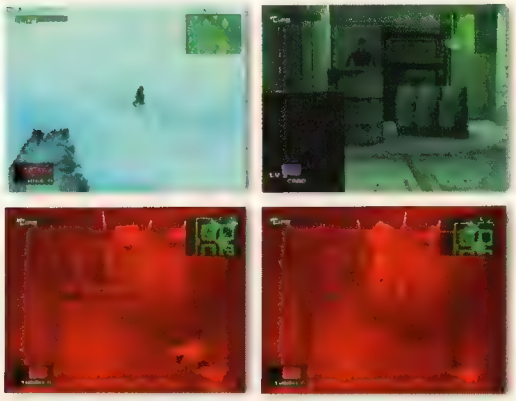
To stop the dogs attacking you in the cave, give Meryl a smack then quickly get inside a cardboard box. The puppy will sniff around the box, then pee on it! The dogs will no longer attack you as long as you're inside the box!



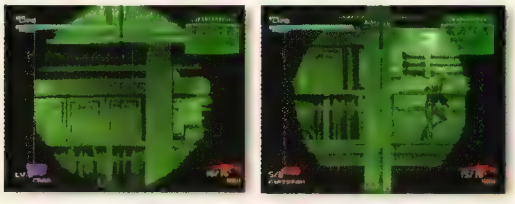
one at the bottom and collect the ration and FA-MAS rounds plus the diazepam on the other side of the room.



Go back through the gap and crawl through to the right to Meryl again. A few dogs appear now, but they won't attack you. Go through the door and you come across a mined area. When Meryl's finished, either follow her footprints or crawl across to avoid the mines. You see a short cut scene where Meryl gets hit by Sniper Wolf. After the scene you have to get yourself a sniper rifle. The sniper rifle is all the way back in the armoury, so go all the way back to the tank hanger and use the lift there to get to floor B2.



The rifle is in the room in the top left-hand corner. Tap on the wall at the top to get the guard to move away from the door. Once inside, equip the thermal goggles to see the infra-red laser beams. Carefully crawl through and pick up the rifle and ammo. Answer the call from Campbell, then go back to save Meryl.

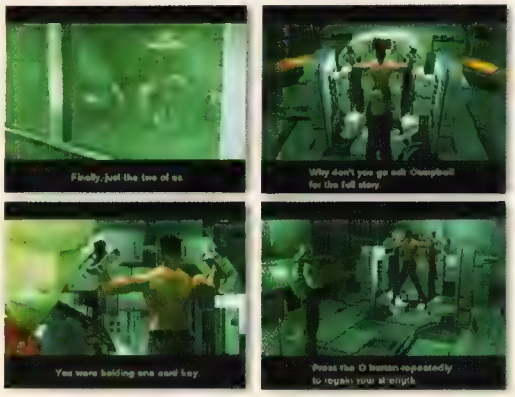


SNIPER WOLF

Before you get the sniper rifle out, take some diazepam to stop Snake shaking, this makes life far easier. Point Snake up the corridor and then get the sniper rifle out. Sniper Wolf will run back and forth along the walkway, she either hides or takes aim. When she takes aim, line up and fire off a shot. Don't bother firing when she's moving as the bullet takes too long to reach her. At first aiming is difficult, but you should soon get used to it. It takes about five to six hits to kill her off.

A lady sniper, huh?
any leak about their precious new nuclear weapon
Or should I say big brother?
Liquid Snake (James Flinders)
You and I are both the last surviving

Head up the corridor, noting that Meryl has gone. Collect the items to the left and on the walkway, then approach the door to the right. You will now be captured by Sniper Wolf and taken away.


Finally, just the two of us
Why don't you go ask Campbell for the full story
You were holding one card key
Press the O button repeatedly to regain your strength

After a cut scene you'll be tortured by Revolver Ocelot, but this is easy to get past. Keep tapping ◉ as quickly as you can whilst being shocked and just after to get your health back up. Revolver will give you four shocks in total, then sends you to a cell.

MEDI ROOM

When Snake wakes up, call Campbell. Now wait for the guard to run to the toilet. Otacon will turn up and give you some items including a Level 6 PAN card. He runs off when the guard returns.

RANK 6:
KOALA, CAPYBARA, SLOTH, GIANT PANDA. If you take more than 18 hours to finish the game.

RANK 7:
CHICKEN, MOUSE, RABBIT, OSTRICH. Any combination of 4,5 or 6 above.

RANK 8:
PUMA, LEOPARD, PANTHER, JAGUAR

RANK 9:
KOMODO DRAGON, IGUANA, ALLIGATOR, CROCODILE

RANK 10:
MONGOOSE, HYENA, JACKAL, TASMANIAN DEVIL

RANK 11:
SPIDER, TARANTULA, CENTIPEDE, SCORPION.

RANK 12:
FLYING SQUIRREL, BAT, FLYING FOX, NIGHT OWL

TRUCK TRANSPORT

There are three trucks in the game which can be used to transport to different areas of the game. Climb into the back of a truck and get inside a cardboard box. Wait a while and a soldier will drive the truck to the destination on the box you've used. Here's the position of the trucks –

1. At the heliport where you find the Socom Pistol.
2. The first floor of the nuke building.
3. At the snow field where you fight Sniper Wolf for a second time.

Here's where the boxes will take you –
Box A: to the heliport.
Box B: to the nuke building.
Box C: to the snow field.

TUXEDO

Complete the game with both endings overwriting the same memory block. Play the game again and when Snake takes off his gear in the elevator, he will be wearing a tuxedo. Very Bond!

BANDANNA

Whilst wearing the bandanna, Snake is given the luxury of limitless ammo. The bandanna is given to you when you complete the game with the good ending.

STEALTH

After escaping with Otacon in the bad ending you'll be given the stealth device. This allows you to remain invisible from the guards, no matter how close you get.

FA-MAS TRACER TRICK

Obtain the bandanna then pick up the FA-MAS. Fire off a few rounds until you reach the three red bullets. Now equip the bandanna and you will fire a constant stream of tracers that look like lasers.

BLIND CAMERAS

Camera and wall mounted guns have a blind spot directly beneath them. Stand below and they can't see you.

QUICK NECK SNAP

Grab a guard from behind and tap the ● button to break the guard's neck quickly with a lovely crack!

CRIMSON NINJA

Complete the game twice to obtain the bandanna and the stealth device. Reach the ninja for a third time and he is wearing a crimson red outfit, plus his face appears on the memory card icon.

MERYL EXERCISING IN HER UNDERWEAR

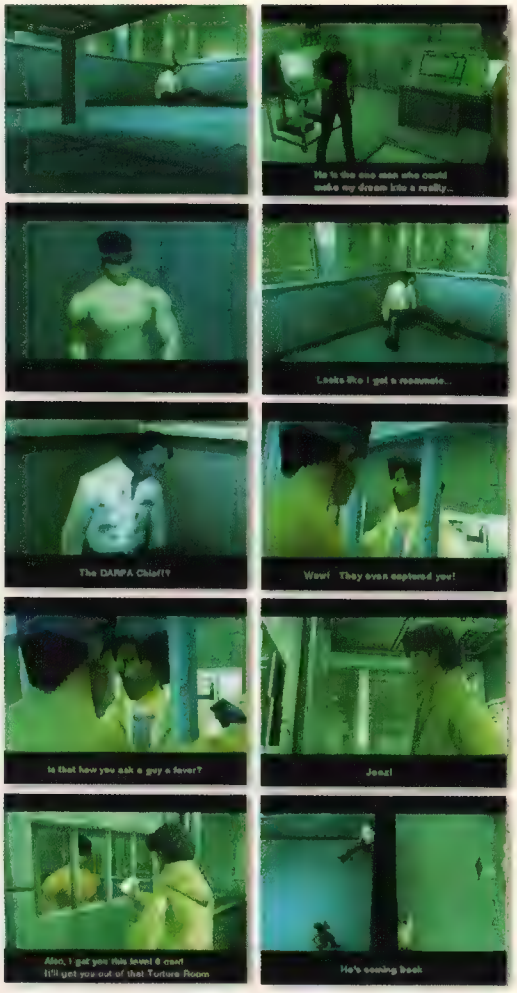
When crawling through the duct in the cells, look down through the first grate to see Meryl exercising. Go back out and down the ladder then re-enter to see her doing another routine. Keep doing this and eventually you'll find her in her undies!

MERYL IN HER UNDERWEAR AGAIN

When you have to enter the ladies' toilet, get in quick and look in the last cubical. If you're quick enough, Meryl won't have her trousers on in the next cut scene.

NICE DOGGY

There are two ways to stop the wolfdogs attacking you. When you meet up with Meryl in the cave, give her a smack then hide in a cardboard box. The puppy will run over and pee on the box. From now on when you're in the box, you won't get attacked. Another method is to get Sniper Wolf's hanky out, this way you can freely belt the dogs!


He is the one man who could make my dream into a reality...
Looks like I got a roommate...
The DARPA Chief!?
Wow! They even captured you!
Is that how you ask a guy a favor?
Jeez!
Also, I got you this level 8 card
It'll get you out of that Torture Room
He's coming back

Before the guard gets back, quickly hide under the bed. You may get taken back to be tortured again before the guard goes out.

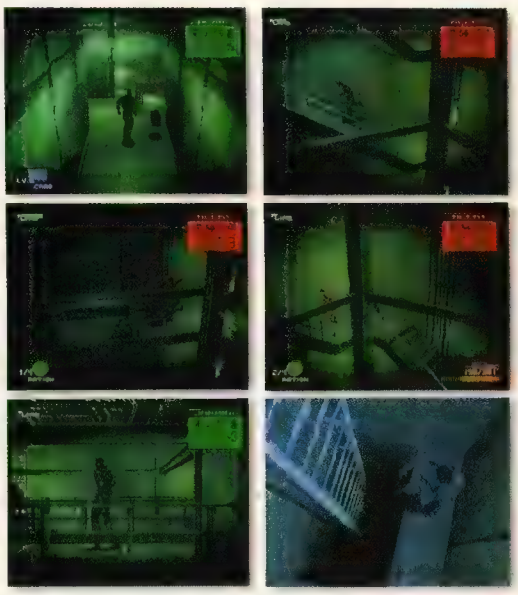
When the guard returns, he panics and opens the cell door. When you get a chance, go up behind him and give him a whack. Run out of the cell and through the door around the corner (you need to equip with the PAN card first).

Collect your gear and head out through the door to the right using a chaff grenade to blind the camera. You now find yourself in the cell area from earlier in the game. Head onwards and enter the door on the right and collect the rations and chaff grenades from under the beds. Also, you will find some Socom rounds in the section down from here. Exit the room and enter the elevator. At some point you will get a call from Deepthroat. He tells you that you have picked up a bomb. Look at your inventory and highlight the timer item. Simply press ● to throw it away.

Head up to floor 1 and make your way through to the corridor where Sniper Wolf ambushed you. When you reach the cave, equip yourself with Sniper Wolf's handkerchief and the dogs won't attack you.

COMM TOWER

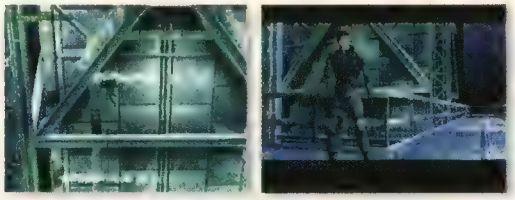
When you return to the passage, Snake has a flashback of Meryl then gets a call from Campbell. After the cut scene, head up the passageway and collect the ammo and ration at the end. Enter the door to the right and follow the corridor, picking up the ammo on the way.



Equip Snake with the FA-MAS and go through the door. You now see two guards approaching. Press and hold ● to kill the guards without having to aim. Pick up the rope and stun grenades, then quickly run up the steps around the corner. Keep running up. When you find a guard waiting for you up ahead, simply chuck him down the steps and he takes out any tailing

guards. Keep running, fighting the guards when they get close, to the top of the steps – at which point the guards stop appearing.

Climb the ladder and go out the door to the roof. After a short cut scene, go up the steps and watch as the satellite dish gets wasted. Liquid Snake now turns up in a Hind. After the cut scene, equip Snake with the rope and run to the edge. He now abseils a short way down the building.



You have to guide Snake down the side of the building. Take the call from Campbell and he will tell you the controls. As well as avoiding the gunfire from the Hind, you have to keep clear of the steam spurting from the pipes. Use the girders to get extra distance from the wall if you need to.

Once you reach the bottom of the rope, you drop onto the walkway below. Collect the ration from the left and the C4 from the right of here. Use the sniper rifle and aim across the walkway. Take out the three waiting guards, but be quick as they return fire after a while. Go across the walkway and Liquid returns in his Hind. Quickly run to the left and go through the door.

Pick up the Stinger launcher and missiles, then exit downscreen. Keep going downwards and activate the lift. It won't work, so go back around and down the stairs until you reach the broken section. Now go back to the lift and you'll find Otacon. After the cut scene, continue up the stairs. Use Chaff grenades to disable the guns on the way up. Collect the missiles and the ration at the top then climb the ladder. Go outside and face Liquid and his Hind.

LIQUID SNAKE (HIND)

After the initial jibes and boasts, the battle kicks off. Use the small rectangular building as cover from gunfire and note that the Hind shows up as a purple dot on your radar. Get the Stinger launcher out and wait for a break, line up the sights with the Hind and only fire when the launcher locks on (the crosshair goes red). Be careful not to hit anything nearby. After a short while, Liquid will fire off a load of missiles. Just stay at the top to avoid these. Just be patient and fire only when you get a clear shot. Once beaten, Liquid will fire more missiles. Hide behind the building and you'll be safe.

ANNOY MEI LING

Keep calling Mei Ling and she gets rather peeved. Keep doing it and she'll poke her tongue out.

MERYL BLUSHING

Keep looking directly at Meryl and she'll get shy and turn bright red.

THROUGH MANTIS' EYES

When fighting Psycho Mantis, use the first person view to look through his eyes.

TORTURE TREAT

If you survive Ocelot's torture five times in a row, your items will be increased to full capacity when you get them back.

FUN GUARD DEATHS

Rather than just being boring and shooting the guards, try these amusing methods:

1. Plonk a C4 block on their back.
2. Chuck them off the stairway.
3. Throw them in the lava.
4. Place a mine in their path.

BRIEFING CAMERA

Whilst watching the briefing, you sometimes get the words 'camera change' or 'camera free' – adjust the camera view with the directions plus use ✪ and ⊙ for the zoom control.

TITLE SCREEN COLOURS

On the main title screen, use the direction buttons to adjust the background colours.

EARLY NIKITAS

To get the Nikitas early in the game, go through the first three sections then return to the truck at the heliport. You now find a Nikita launcher in the back.

CATCH A COLD

If you submit to Ocelot's torture then get close to the guard outside the medi-room, Snake will catch a cold. Use the medicine to get rid of the sneezes which alert the guards nearby.

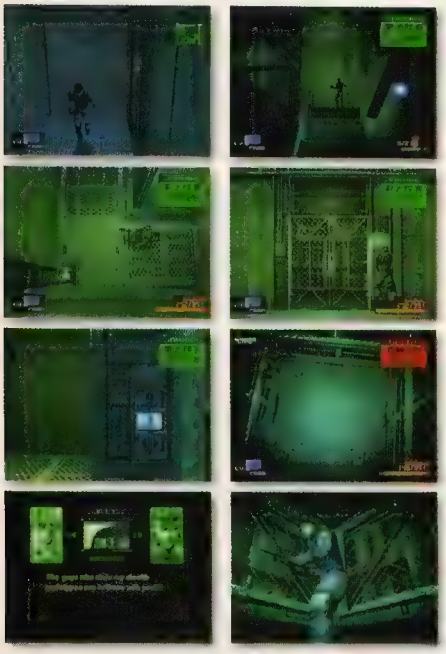
MANTIS MEMORY CHECK

When Mantis presents himself, he mentions Konami games that you have saved to your memory card. Try with Castlevania, ISS or Suikoden on your card.

GHOSTLY PICTURES

If you take pictures in certain places, ghostly faces and figures of the programmers appear when you view the pictures in the photo album mode. Here's a complete list of who appears and where to take the pictures.

1. Kojim: Picture frame to the right of Otacon's lab.
2. Matsuhana: Bloody hallway outside Otacon's lab.
3. Sato: The roof destroyed by missiles at the top of comm tower A.
4. Nakamura: Meryl's pool of blood where she was shot by Sniper Wolf.
5. Shinkawa: Behind second pillar in Sniper Wolf's hallway.
6. Uehara: Edge of elevator with the ravens.
7. Negishi: Sewage waterfall just before Metal Gear Rex.
8. Mizutani: When fighting Rex.
9. Korekado: Men's toilets on Level B1 of nuke building.
10. Sasaki: Picture frames in commander's room.
11. Sonoyama: Torture machine.
12. Toyota: Container in the middle of Raven's warehouse.
13. Kozyou: Behind the water tank in the canyon.
14. Shimizu: First gap in the wolfdog caves.
15. Kaneda: The mirror in the ladies' toilet on Level B1 of the nuke building.
16. Fukushima: Looking out to sea from the cliff at the heliport.
17. Takade: Glassed area where you fight the ninja.
18. Fujimura: Elevator in comm tower B.
19. Shikama: Electrified floor in nuke building Level B2.
20. Kimura: Tip of Rex's railgun.
21. Kobayashi: Large rock in the canyon.
22. Okajima: Maggots next to the corpse of the real DARPA chief.
23. Nishimura: Next to Baker's corpse.
24. Mukaide: Puddle reflection in the wolfdog caves.
25. Onoda: Where Baker is tied up.
26. Kitao: Decoy Octopus (fake DARPA chief) corpse.
27. Yoshimura: Dead end of air duct from heliport.
28. Hirano: Elevator in comm tower B deep in the shaft of the top level.
29. Muraoka: Puddle in the dock.
30. Ishiyama: Top of building by the heliport.
31. Ito: Inside elevator to tank hanger.
32. Jerem Blaustein: Sniper Wolf's corpse.
33. Yoshioka: Walkway section on the third floor of the blast furnace.
34. Mori: Elevator in comm tower B at ground floor level.
35. Kinbara: Dark area of stairs at bottom of comm tower A.
36. Tougo: End of the boiler room in the blast furnace.
37. Makimura: Secret corridor along from where you fight Revolver Ocelot.
38. Kutome: Control room in Rex's hanger.
39. Tanaka: Sleeping soldier at heliport.
40. Shigeno: Area by steps at heliport.
41. Yamashita: Tip of missile on ground floor of nuke building.
42. Kobayashi: Johnny Sasaki's room, down from DARPA chief's cell.
43. Scott Dolph: In the dark gloom below the walkway between the two comm towers.

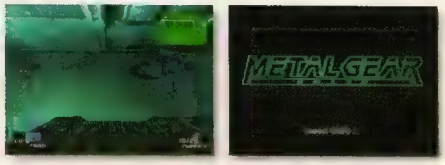


Go back inside the building and make your way to the now fixed elevator, but don't forget about the guns. Collect the ration from behind the crates at the bottom of the steps and the FA-MAS ammo to the left of the elevator. Call the lift and get in, then select floor 1. Get the FA-MAS out and prepare for an attack by four cloaked (partially invisible) guards. The guards drop to the ground after being shot and only fire back when standing. Go for the guys still on their feet to prevent getting hit yourself. When the guards die, they drop either ammo or rations. You need to get the rations as this bit is quite tough.

When you get out of the lift, go around to the left and pick up the ration and sniper rifle ammo. Go round to the other side and collect the grenades and more ammo. Go through the door at the bottom and use a Chaff grenade to mess with the gun. Collect the two crates of ammo and exit to the left. Follow the path using another grenade to disable the gun up ahead and the ones round the corner.

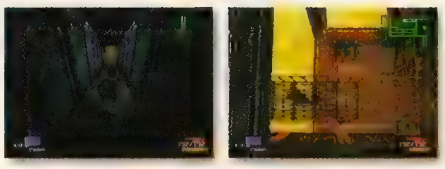
SNIPER WOLF

Walk into the snowfield and you get shot – it's another ambush by Sniper Wolf. Otacon calls and after a brief talk you have to fight Sniper Wolf again. The main problem here is locating her. Point Snake upscreen and equip the sniper rifle. Sniper Wolf runs back and forth using the tress for cover. As before, wait for her to step out before firing. If you run out of ammo, you can collect some from the far right and left. You can also find a handy ration here.



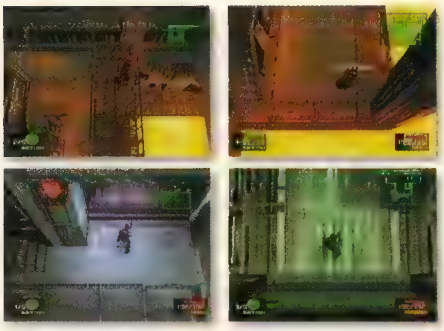
When you've won, head upscreen to see a cut scene. Around this area are a number of buildings. Enter the ones that you can and collect the items you find. Watch out, the room in the top right corner is mined. Also here you can pick up the third and final cardboard box. When you're ready, enter the room to the top left. Use a chaff grenade and go down the steps at the back.

DISC TWO



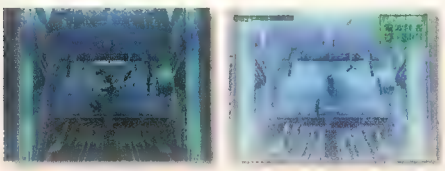
BLAST FURNACE

Go through the door at the bottom of the steps and locate the guard. Use the Socom and quickly shoot him. Go straight ahead and then to the left to get some stun grenades. Go back to the door and head all the way to the left. Stand up against the left-hand wall and sidestep up the screen – you have to duck to avoid the crane.



Go down the steps on the far side, shoot the guard and then go down the steps along to the left. Pick up the ration and the ammo under the steps. Go back up and down the other side, then go through the large gate.

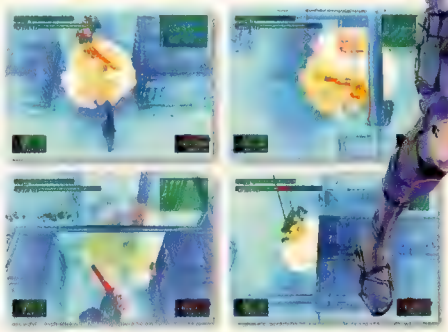
Go around the edge of this area and pick up the ammo that's dotted about. Go to the control panel next to the railings and press the action button to start the lift moving. Three guards now jump you, so use the FA-MAS and take them out. At the bottom go around to the right, using a Chaff grenade to disable the guns. Equip the thermal goggles and you can see some mines up ahead. Dodge the mines and collect the ration and Socom rounds over to the right. Get on the second elevator and activate it. On the way down, ravens appear and you get a call from Master. At the bottom you meet with Vulcan Raven again.



Welcome, kaseeki!
This is the end of the road for you! Right, my friends?
You were the ace in the M1 tank?
But that was no true battle
It is called the "Ear Pull"

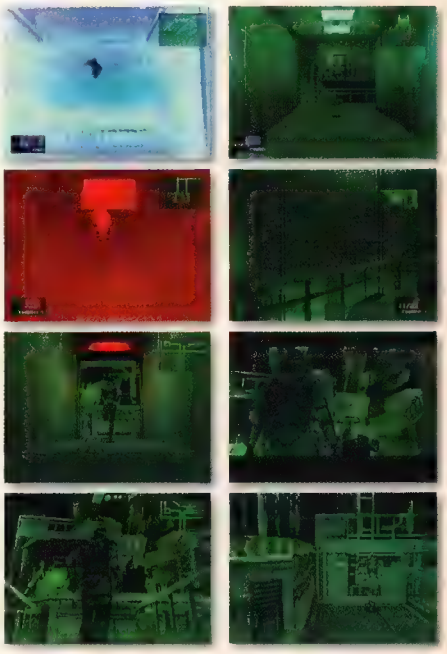
VULCAN RAVEN

The previous battle with Vulcan Raven was just a practice, but this time it's for real. After the usual pre-fight banter you'll find yourself in a warehouse full of crates which form a grid. Vulcan plods about trying to get you in his sights, so he can pop a few rounds in your ass. He has a very large field of vision, so keep out of sight. By far the best weapon to use is the stinger missile. If you don't have any, then collect some from the bottom left corner and halfway up on the right. Also pick up the ration in the top right corner, as no doubt you need it.



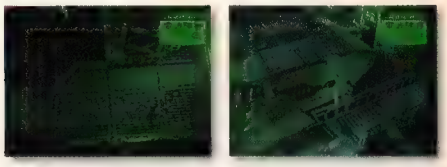
Equip the Stinger when Vulcan is out of sight. Turn to face him and you see him as a square target. Follow him using the target and radar until you get a clear shot. The best time to fire is just before he rounds a corner. Immediately after firing, press R1 to put the stinger away and run for cover. Later in the battle the crates will fall over and block some of the pathways – this helps you rather than Vulcan as it restricts his view.

It takes about ten missile hits finish off Vulcan. When you do, expect a 'dying moments' cut scene.



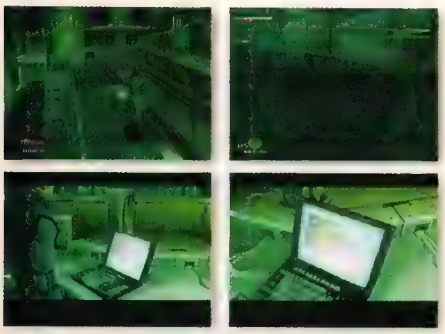
METAL GEAR

Leave the warehouse via the door at the top. Use the thermal goggles and you can see a trapdoor. Throw a Chaff grenade, then leg it past the guns avoiding the trapdoors. Go up the steps and stop against the wall as you'll be safe here. Throw another grenade and go up the stairs to get some Stinger missiles. Quickly go back down and enter the door before the chaff runs out. Go along the corridor and you come across Metal Gear Rex. Go to the right and climb the ladder. Collect the grenades and Socom rounds, then climb the next ladder. Head upscreen and to the right. Keep going and you'll find some Stinger missiles at the bottom. Collect any of the other items that you might need, then climb the ladder onto the top of Metal Gear. Answer the call from Otacon and then climb down the other side.

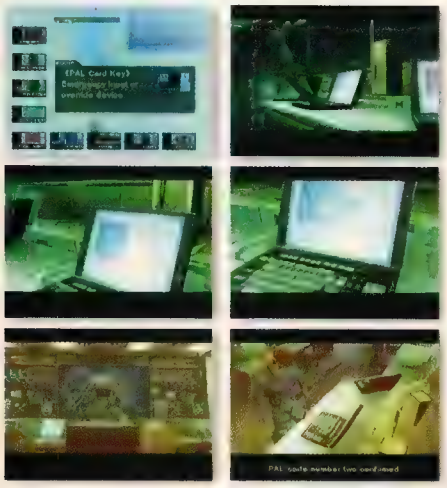


Follow the walkway and shoot the guard with the Socom. If you get spotted, go back onto the top of Metal Gear. Throw a chaff grenade when you reach the steps leading into the control room, then enter.

During the cut scene, Ocelot shoots the PAL out of Snake's hand. To get the key back you have to go all the way back down to the bottom of the room, but first you

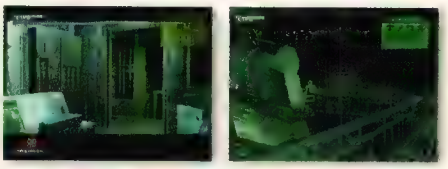


must fight off a few guards. Once back at the bottom, equip the mine detector and the PAL will show up as a red dot on the radar. If you pick up a bomb, then quickly select it from your inventory and throw it away. Go back to the control room when you have the PAL.

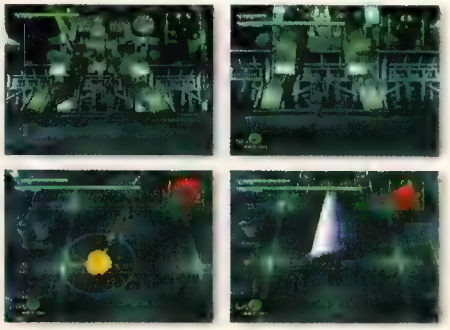


Disable the camera and guns by using a Chaff grenade. Stand by the left-hand laptop computer and select the PAL key. To get the PAL key cold, go back to the warehouse where you fought Vulcan Raven. Call Campbell, then select the PAL key and wait for it to turn blue. Now return to the control room. Use the PAL key in the middle computer.

Call Campbell again. To warm the key up, go back to the blast furnace. Watch out when you get to the warehouse as guards are now patrolling the area. When you reach the furnace, enter the small room directly downscreen. Select the PAL key and wait. You can collect the ammo if you want, but avoid the steam. When the PAL key turns red, return to the control room. Use the PAL key with the right-hand laptop computer and you see a cut scene. You've been double crossed and have actually activated the nuke!

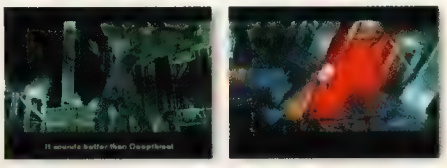


When the room fills with gas, put on the gas mask and give Otacon a call. After a short while he'll stop the gas and open the door. Run out and follow Liquid around the corner. After the cut scene, you have to fight Metal Gear Rex.



REX BATTLE

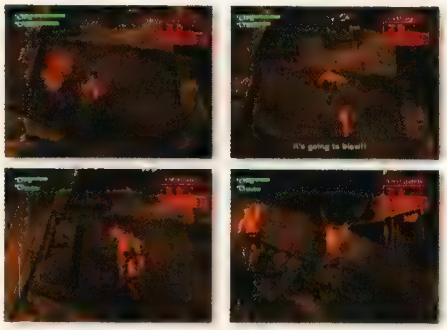
The first part of the battle with Rex starts. You have to destroy the radome on Rex's left shoulder (that's to your right). To do this you must hit it with stinger missiles. Rex has three types of weapon – a laser, missiles and two machine guns. The laser is only used when you get close, so stay back to start with. Rex will fire three missiles at you. Quickly run towards him and they pass over your head. Drop back again and Rex uses the machine guns. Move to the side then quickly arm the stinger and fire at the radome. Immediately put the stinger away and run towards Rex to avoid the missiles. He then fires the machine guns as long as you aren't too close. Again, move to the side and fire a stinger and run towards Rex to avoid the missiles. Repeat the process a few times and Rex is beaten for now.



During the cut scene The Cyber Ninja asks you to kill him. Press fire and Snake says he can't do it. Now you must fight Rex again.

Liquid is now visible in the cockpit of Rex, so this is your new target. Use the same tactics as before, although this time you get a little less time to fire the stinger. You also find that the cockpit is trickier to target. You can get away with not locking before you fire and hitting the area surrounding the cockpit. Stun grenades have some effect on Liquid, so lob a few to make life easier.

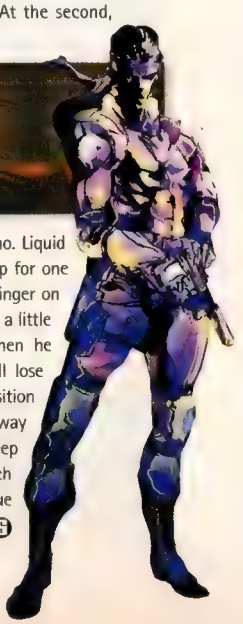
After destroying Rex you must fight Liquid Snake on top of the Metal Gear. You have no weapons, so this is a hand-to-hand scrap. The main problem is the time limit, so you have to be quick. Toss Liquid into the centre then run around behind him, punch him then land a kick in the butt. Make sure you don't fall off the edge. Although Snake doesn't fall, it does waste time. The same is true for Liquid, try to avoid knocking him off as you can't attack him whilst he's hanging. Watch out when Liquid crouches and grunts; he charges at you which does a lot of damage if he connects. Just step to the side and boot him when he stops.



After defeating Liquid, Snake and Meryl have to escape. When you regain control, go through the door and pick up the ration. Run through the door again and pick up a second ration from next to the steps. Go up the steps and you get a short cut scene. Fight the guards by throwing them at each other until Meryl gets the Jeep running. Run over and Snake hops onto the back. When firing, use first person view to make life easier.

Shoot the barrels to blow a hole in the fence and kill a few of the remaining guards. At the checkpoint, shoot the barrels again to clear a path. At the second, just shoot the guards to continue.

You thought he was dead, but no. Liquid catches up with you in another Jeep for one last effort to kill Snake. Keep your finger on the fire button and aim at Liquid. It's a little tricky as he doesn't keep still. When he bumps the back of your Jeep you'll lose your aim, so keep an eye on the position of the gun so that you know which way to turn when Snake gets up. Just keep alive long enough and you reach daylight at the end of the tunnel, cue the (good) end sequence...



THE (GOOD) END SEQUENCE

Here we see the first of the two endings for the game for which you must survive Revolver Ocelot's torture and save Meryl. After the scrap with Liquid and a brief, yet thrilling, Jeep ride, Snake and Meryl crash. Liquid also survives the crash and pulls a gun on the two heroes only for him to fall victim of the Foxdie virus. The rest is history as the loving couple scoot off on snowmobile to find a new life on the piste. Ahhhh!

ALTERNATE ENDING

If you submit to Ocelot's torture then he has his way with Meryl. When you defeat Liquid in the hand-to-hand battle Snake discovers that Meryl is dead. Otacon appears and then takes the roll that Meryl took in the good ending.

The future of ...

THE POUND AND YOUR EUROSTATION

At the beginning of this year, eleven countries joined the first wave of European economic and monetary union. When we were lads, an emu was a beaked bundle of blue stuff that sat in Rod Hull's armpit and attacked Grotbags. Allow STATION to unravel some of the mystery surrounding euros and what, practically, they will mean to you.

Whether or not the UK eventually joins the euro, and more to the point, whether or not you are for, against or particularly care, the new single currency will affect you in some small way. We assured by the government that, like the ubiquitous millennium bug, there is no escaping certain consequences of European monetary union. Also like the millennium bug, however, no-one seems to know exactly what these will be.

A little perfunctory research on our behalf revealed that those most likely to come into contact with the fallout from the single currency, for good or ill, are those who deal with multinational corporations.

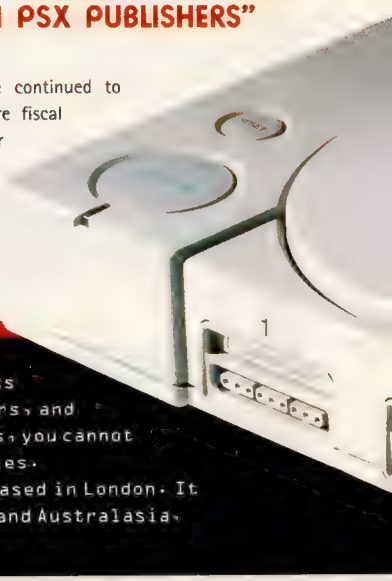
Hold on, we thought, doesn't every single PlayStation user come into contact with one of the largest global corporations the world has ever seen on a regular basis, thanks to the production monopoly held by Sony over software for its console?

"WHATEVER CURRENCY SONY TRADE IN WILL HAVE PROFOUND EFFECTS ON PSX PUBLISHERS"

Yes, they do.

And therefore, we continued to reason, won't the future fiscal plans for Sony Computer Entertainment Europe (SCEE) have consequences for all of them?

Ummm, not really sure, we thought.



LOST IN (CYBER) SPACE...?

Sony maintain a selection of websites based around a common theme for each of their business interests. Going to www.sony.co.uk will bring up a selection of UK press releases and phone numbers, and links to pages within the domain www.sony-europe.com. Intriguingly, once within the European pages, you cannot link to Sony UK, although a side menu provides helpful hyperlinks to most other European subsidiaries.

The division responsible for all things PlayStation, Sony Computer Entertainment Europe, is based in London. It covers, through regional offices, marketing and distribution for Europe, Africa, the Middle East and Australasia.

Euro images supplied courtesy of European Commision Audio Visual Library

"MULTINATIONALS ARE LIKELY TO THE CHOICE AS BEING BETWEEN US DOLLARS AND EUROS"

For, like the rest of the country, Eurocratic language remains somewhat bewildering to us, and the Maastricht treaty could easily have been written in Maasian for all we knew (legend has it that the then foreign secretary, Douglas Hurd, quipped at the time 'now we've signed it, we'd better read it', or words to that effect). So we took it upon ourselves to investigate the consequences of EMU (Economic and Monetary Union) for the lay gamer.

US AND THEM

It seems, at this stage, that a brief history is necessary. Some idea of perspective and background to the decision which we will inevitably make through the medium of a referendum, due in a few years time. As that referendum gets closer and closer, you are likely to be barraged by information like this, so think yourself lucky that you got hold of STATION first, because there is no hidden agenda here, just the facts.

There has always been a problem with acceptance of the European Union within Britain, and particularly England. Part of this is based on injustices, real or perceived, committed by the European Parliament upon this country – disputes over local fishing grounds, exports of British Beef and excessive health and safety regulation are some recent examples that have helped to consolidate resistance against centralisation and fortify national prejudices built up over centuries of European warfare and colonial disputes. At various stages throughout its brief history, the European Government has looked like the pushmepullyou of Doctor Dolittle's menagerie: stretched in opposite directions and ultimately deadlocked by extensive paperwork, issuing ever more complex and infinitesimally detailed directives without public consultation, but which must nevertheless be obeyed to letter. In other words, the epitome of bad, out of touch government.

CONSEIL DE L'EUROPE COUNCIL OF EUROPE

But European integration appears destined to carry on, because the political mind of the continent sees things in a different light – union offers economic and political security, promises of social justice in a continent wracked by centuries of conflict. So the question instead seems to be, what are the consequences if Britain stays out of the euro currency area?

The biggest problem will be trading isolation. We are likely to be forced into acceptance of the euro by large businesses who either adopt the currency anyway or prioritise the European market over the UK. Multinationals are likely to see the choice for conducting business transactions in either euros or US dollars, depending on geography, which will then infer greater exchange rate risk (see boxout), and therefore higher pricing, upon the UK market. Not to mention the attraction Euroland (as the area in which euros are legal tender has been dubbed by the

WHO JOINED AND WHAT'S THE COST?

The euro is now legal tender, albeit in electronic or cheque form only, in eleven countries. Many others will be forced to trade in it. Before joining, the participating countries were forced to more or less align their economies and meet the convergence criteria. Now their currencies are irrevocably locked at fixed rates. This chart lists who they are and how much one euro is worth in local denominations.

COUNTRY	ONE EURO EQUALS
Austria	13.7603 schillings
Belgium	40.3399 francs
Finland	5.94573 markka
France	6.55957 francs
Germany	1.95583 marks
Ireland	0.787564 punt
Italy	1936.27 lira
Luxembourg	40.3399 francs
Netherlands	2.20371 guilders
Spain	166.386 peseta

These exchange rates are now locked. At the time of writing, one euro equalled £0.6989, or around 70p, however this will have changed, for better or worse, by the time you read this. And will continue to do so on a daily basis.

EXCHANGE RATE RISK

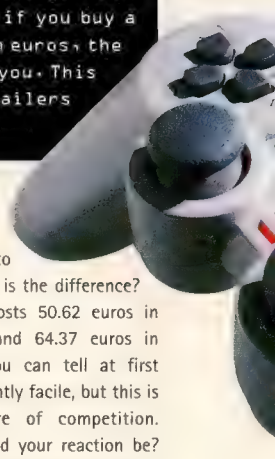
Anybody who has ever come into contact with business (that means most of us) will know that there is always a delay in payments. You will always have money owed to you, and always be indebted to someone else. It's all part of the terms and conditions of payment, usually thirty days or so. If the money owed you is less than the money you owe, you're in trouble.

In the ruthless world of business, the big players call the shots. So if a large multinational decided to rationalise its internal accounts by trading in the euro, making transactions between departments easier and cheaper, it would probably decide to further save money by insisting outside parties also trade in euros. Therefore, if your local currency is in pounds, and you are forced to bill in euros, by the time payment is made, the exchange rate is likely to have changed, possibly to your disadvantage. This is known as exchange rate risk. Furthermore, if you buy a product from a multinational, and it charges in euros, the currency conversion costs are also passed onto you. This is why PlayStation games, if sold to British retailers in euros, could go up in price to cover costs.

otherwise enlightened press) will have for foreign companies seeking expansion and new investments, possibly directing them away from new sites in Britain. The pound will also remain open to currency speculation in a way the euro will not – because the rate is fixed across so many local currencies, it is likely to remain more stable – so a repeat of Black Wednesday could be on the boards and British markets could be forced to respond to hedge funds and the like.

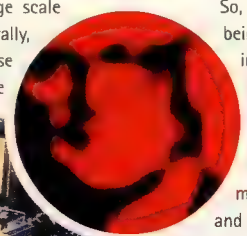
Indeed, it often seems that the reasons against being left out are far more convincing than the reasons for joining in – an irony not lost on Edward Heath when he first took us into Europe, presenting the case in terms of economic advantage rather than any form philosophical reasoning.

But what are those advantages? We know what the problems of not entering EMU may be, but what does Europe have to offer us? There must be a carrot, not only a stick. The most convincing argument for Britain is the benefit in terms of monetarist economics – the philosophic ideals of universal peace and stability are lost on the pragmatic English: after joining the EU in 1973 a French minister reportedly claimed, with some justification, that we were very slow at grasping an ideal, but very fast at spotting an advantageous fact. A common currency will reduce trading costs within the union, and increase competition which, as everyone who knew Thatcher's Britain should know, promotes the best service at the lowest cost – the catch being that it doesn't always work, and has often led to 'dumbing-down' of products or services rather than value for money within certain industries, and large scale unemployment in others. But there is, naturally, something to be said for competition – to use an example from closer to home, if a triple 'A' title in Germany costs 99 marks, compared to £44.99, what is the difference?



But if it costs 50.62 euros in Germany and 64.37 euros in Britain, you can tell at first sight. Slightly facile, but this is the nature of competition. What would your reaction be? Given that trading costs are now pretty much the same? So things can be 'proved' by economic theory in a way that the benefits of social harmonisation cannot be demonstrated, at least not so undeniably. There is the pragmatism of the British again. The trouble is, that the economic card has been played already by Heath, and subsequently discredited (wine is still cheaper in France).

So, there are the carrots on offer and the sticks being threatened, but there is still something inherently experimental in all of this, nothing on offer at the present is guaranteed to work, let alone improve the quality of life for your average European. Remember that the last big economic experiments in free market trading, in the collapsed Soviet bloc and to a lesser extent Africa, have had outcomes best described as problematic, and at the worst absolutely chaotic. The biggest risk factor in this particular experiment is that the diverse cultures of Europe will find the homogenisation unbearable. While C20th Europe has been more receptive to republican and federal ideas of political life than the UK, it has also always been more territorially volatile, as the resurgence of nationalist politics today bears testimony to. Should the 'hard choice' economics necessary to ensure the stability of such a large scoping currency create unbearable unemployment, turbulent times lie ahead. France and Germany have locked their currencies together for over twelve years now (ever wonder why the pound is never compared to the franc on breakfast TV?), both have suffered large scale unemployment. The apparent surrender of sovereignty will continue to provide a strong enough icon for tabloids and nationalist groups to rally to, and the fact that the



ABOVE: Aerial view of the Berlaymont building where the Commission of the European Communities is located, left side is the Council of Ministers.

ABOVE: Spot the difference. One game, one disc, but if the one on the right is in your native language, you could save almost a tenner. We found one major internet trader offering it for 81 marks, that's 41.41 euros or £28!!!

history of the pound has been somewhat fraught and no safe haven – overvaluation since the abandonment of the gold standard has produced a somewhat roller-coaster economy – will be unlikely to convince hard-line Eurosceptics that their country may be better under a different Union flag.

"...IT OFTEN SEEMS AS THOUGH THE REASONS AGAINST BEING LEFT OUT ARE MORE PERSUASIVE THAN THE REASONS FOR BEING LET IN; ECONOMIC THEORY IS EASIER TO 'PROVE' THAN HIGH MINDED PHILOSOPHIES..."

WHY IN A PLAYSTATION MAG?

Now we, obviously, are not economists. The above précis is nothing more than an overview, and could be taken apart by any sixth-form economist worth his or her salt.

But the complexity of the issue can all be given some sort of perspective by looking at the PlayStation market, given the complete control Sony has over production of black discs. In order to produce a game, the disc must be manufactured at Sony in Austria. That includes the discs on the front of this magazine. Therefore, whatever currency Sony decide to trade in will have profound effects on everyone else who wishes to make or sell a game for the console. Officially, Sony has no plans to rationalise its internal accounts to euro, but they are watching developments on the continent carefully, as 'the company conducts a significant amount of its business in countries which are participating in the first wave of euro membership'. More to the point, transferral over would not cause any huge inconvenience to the company: 'The marginal costs of preparing for the euro are negligible', says the in-house report into the subject.

ABOVE: An architect's model of Sony Center am Potsdamer Platz, slightly more impressive than your high street Sony Centre. (Supplied by SCEE)

At present, Sony Computer Entertainment Europe occupies offices in London, which could be good news if they stay there and shun the single currency, plausible given the geographic range they are responsible for (see boxout). Likewise most major publishers for Europe area based in the financial mecca that is the square mile of the City of London, and on the whole they appear to be cautious but generally enthusiastic for the euro, with no real plans for change in the short term. But think on this, Sony Europe, the parent organisation for SCEE is relocating its headquarters to the Potsdamer Platz in Berlin next year, a clear indication that the company as a whole is looking towards the larger market first, and, all things considered, who could blame them?

Perhaps the way forward has already been decided, or out of our control at least. Certainly that seems to be the attitude of UK peripheral manufacturer Wild Things, who have already, only two months into the experiment, begun to offer a separate price list based on euros.

NEWS GROUPED

Useful websites for more information:
www.euro.gov.uk
www.newsunlimited.co.uk
www.sony.co.uk
www.sony-europe.com
www.prom.org
www.emuaware.forfas.ie
europa.eu.int
www.keele.ac.uk/socs/ks40/ceghome.html

Perhaps even check out Captain Euro's site: www.captaineuro.com

THE FACE OF THE FUTURE?

The euro will be available as eight coins and seven notes. The coins will have a standard face, and a national specific rear, details here are shown from the Irish issues. The notes and coins will come into use in January 2002, replacing local currencies forever.

WORLD OF SPORT

To round off the series, the alphabeticised league table of sports titles that have absolutely nothing to do with The Beautiful Game™.

ACTUA GOLF 3

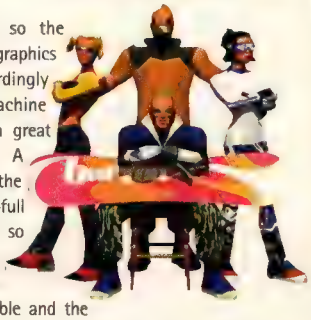
COOL BOARDERS 3

JONAH LOMU RUGBY

As the oh-so-very-wide range of PSX soccer games have been ably covered in issue 3, we now move our final monthly genre magnifying glass on to the rest of mankind's digital sporting endeavours. Ever since the mist-shrouded early days of videogaming our species' healthy and competitive physical activities have provided prime fodder for idea-hungry programmers. It was inevitable then, that after all the obvious mainstream sports had been converted to sprite form it was the turn of the ever so slightly more off-the-wall pastimes to get the silicon treatment: darts, ping-pong and breakdancing amongst others graced 8bit machines, a trend that has gladly been continued – just a few months back we saw the arrival of THQ's doughty *Brunswick Bowling*. As the PlayStation creeps ever deeper into the national subconscious, there will be more examples of this kind of niche-appeal gaming while behemoth big-pocket companies such as EA tie up all the populist sports with their heavyweight layman-attracting licences. *Actua Lacrosse? World League Waterskiing?* It's bound to happen...

FAIR PLAY AWARD

Most of the sports featured here tend to be radically different in structure and hence the question as to what makes a good sports sim is very specific to each activity. Golf games for example are actually quite simple and not awfully hard to program, so the presentation and graphics should be accordingly superb as the machine isn't being taxed a great deal at any time. A basketball game on the other hand is chock-full of frenetic activity so the keynote must be to ensure everything stays clear and visible and the ball can't get lost in a sea of legs, while tennis sims rely on accurate racket-to-ball dynamics with plenty of player-inputed control to be enjoyable. How to make an ice-hockey game anything less than a bore eludes us completely.



GOLD MEDALLISTS

Annoyingly enough the overall standard of the games listed below is pretty darn poor, with endless streams of dreary imported basketball and ice-hockey games endlessly making the same mistakes. It would seem that these sports in particular don't lend themselves towards making videogames that are great in themselves, hence the profusion of indifferent 70% ratings. Only the pair of *Smash Court Tennis* games and *Pool Shark* really give any impression of excellence beyond the basic requirements, while the low production standards seen in most of the golf sims smack of laziness, quite frankly. The unjustifiably overlooked *Dead Ball Zone* is also well worth seeking out, especially as its been discounted to buggery in recent months, as is office favourite NFL Blitz, a game that should be studied in great detail by a great many lacklustre publishers.

ACTUA GOLF (Gremlin)
A well-conceived and playable golfer. **70%**

ACTUA GOLF 2 (Gremlin)
A slightly better-conceived and more playable golfer. **78%**

ACTUA GOLF 3 (Gremlin)
Analog-compatible, generally agreeable stroking fun. **85%**

ACTUA ICE HOCKEY (Gremlin)
OK skate 'n' stick game swamped by US competition. **71%**

ACTUA TENNIS (Gremlin)
Almost OK but too many cut corners rub off any shine. **60%**

ALL STAR TENNIS '99 (UbiSoft)
Attractive, enjoyable, not as good as *Smash Court*. **81%**

BALLBLAZER CHAMPIONSHIP (UbiSoft)
The C64 futuresport classic updated. **70%**

BRIAN LARA CRICKET (Codemasters)
Accurate if dry cucumber sandwich-loving game. **72%**

BRUNSWICK PRO BOWLING (THQ)
One-finger game ideal for skunked-out comedowns. **72%**

CHILL (Eidos)
Cacky cash-in snowboarding. Avoid. **25%**

COOL BOARDERS (Sony)
Enjoyable but limited snowboardy thing. **85%**

COOL BOARDERS 2 (Sony)
Enjoyable phat lines carved out in the white powder. **85%**

COOL BOARDERS 3 (Sony)
Superfluous third helping, only viable for *CB* virgins. **90%**

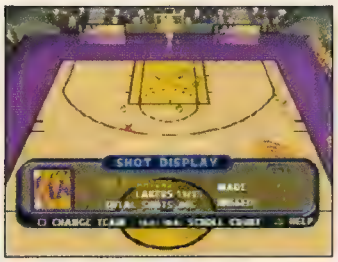
DEAD BALL ZONE (GT Interactive)
90s update of *SpeedBall*, criminally ignored. **85%**

SPORTS THAT COULD QUITE CONCEIVABLY MAKE DECENT VIDEOGAMES

- Squash
- Windsurfing
- Freefall Parachuting
- Stunt Kite-Flying
- Badminton
- Showjumping
- Sumo (as shown)
- Kabaddi (as shown)

KNOCKOUT KINGS

MADDEN '99



NBA LIVE

POOL SHARK

EVERYBODY'S GOLF (Sony) — Cartoonish and twee with debatable good points. **70%**

KNOCKOUT KINGS (EA) — Restrained fisticuffs from EA with big name tie-ins. **64%**

JONAH LOMU RUGBY (Codemasters) — The man-mountain stars in this unique rugger sim. **66%**

MADDEN NFL '97 (EA) — Yawn-inducing American Football. **47%**

MADDEN NFL '98 (EA) — The inevitable update of *Madden '97*. **60%**

JOHN MADDEN'S NFL '99 (EA) — Typical workmanlike EA game, heavy on stats. **70%**

NAGANO WINTER OLYMPICS (Konami) — Patchy and bland outdated cash-in. **60%**

NBA HANGTIME (GT Interactive) — So, so B-ball bouncing. **71%**

NBA IN THE ZONE (Konami) — Looks good, plays average. **67%**

NBA IN THE ZONE 2 (Konami) — Looks better, still average. **70%**

NBA JAM EXTREME (Acclaim) — Polygonal update of the classic arcade hoop-shooter. **71%**

NBA LIVE '97 (EA) — A slight improvement over the first game. **64%**

NBA LIVE '98 (EA) — Not particularly different from the above. **69%**

NBA LIVE '99 (EA) — Another soulless EA behemoth crammed with stats. **72%**

NBA PRO '98 (Konami) — Not bad, we reckon **70%**

NBA JAM TE (Acclaim) — More surreal NBA Jam larks. **75%**

NFL BLITZ (GT Interactive) — Super-playable arcade-bred winner. Undermarked. **85%**

NHL BREAKAWAY '98 (Acclaim) — Dull, as usual. **66%**

NHL FACE OFF '98 (Sony) — Playable but hardly sets the world on fire. **68%**

NHL OPEN ICE (GT Interactive) — Particularly bad compared to the rest. **43%**

NHL POWERPLAY '98 (Virgin) — Worthy puck smasher. **70%**

PGA TOUR '97 (EA) — Pre *Tiger Woods*, limited. **55%**

PHAT AIR EXTREME (FunSoft) — The desperately clichéd title says it all really. **50%**

POOL SHARK (Gremlin) — Stylish cueing action with myriad groovy options. **87%**

RUSHDOWN (Infogrames) — Biking, canoeing and snowboarding rolled into one. **70%**

SNOW RACER '98 (Ocean) — Reasonable if not exactly remarkable. **75%**

SMASH COURT TENNIS (Namco) — Old and slightly daft, but the gameplay is still the best. **87%**

SMASH COURT TENNIS (Namco) — Tweaked follow up that just has the edge. **88%**

TENNIS ARENA (UbiSoft) — Below par serve and volleying. **56%**

TEN PIN ALLEY (EA) — Inferior to the mighty *Brunswick Bowling*. **60%**

TIGER WOODS '99 (EA) — A Triple A was a touch generous with hindsight. **91%**

TRACK AND FIELD (Konami) — Button bashing in the traditional style. Different. **70%**

V-BALL (FunSoft) — Volleyball, and not too bad really. **77%**

V-TENNIS (Acclaim) — "Pathetic" **48%**

VR BASEBALL (Interplay) — Rounders on the PSX, visually OK, rivals paint drying. **58%**

VICTORY BOXING (JVC) — Playable if ultimately shallow punch-out. **67%**

VICTORY BOXING 2 (JVC) — Arcade-ish pugilism with fantasy fighters. Alright. **72%**

VIRTUAL POOL (Interplay) — Not a patch on *Pool Shark*. **64%**

WAYNE GRETZKY'S HOCKEY (GT Interactive) — Not THE Wayne Gretzky!? It's okay, kinda. **73%**

WORLD LEAGUE BASKETBALL (Mindscape) — Another average basketball sim. **62%**

WORLD CUP GOLF (Ocean) — Rather poor. **51%**

X-GAMES PROBOARDERS (Sony) — ANOTHER snowboarding game from Sony? No 1080°. **78%**

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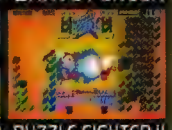
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Monitor

Your monthly handle on the changing face of PlayStation gaming

News Index: PlayStation 2 latest spec – Final Fantasy VIII movie news leaked on net [page 98] New Batman game from Ubi – Sony call meeting – Guinness Book of Records query [page 99] Super Deformed Wheel Nuts – EmulationStation update – Unresident Evil [page 100] Tekken tourney – Tech Bits [page 101] Survey Competition winners [page 102] Eye Candy [page 103]

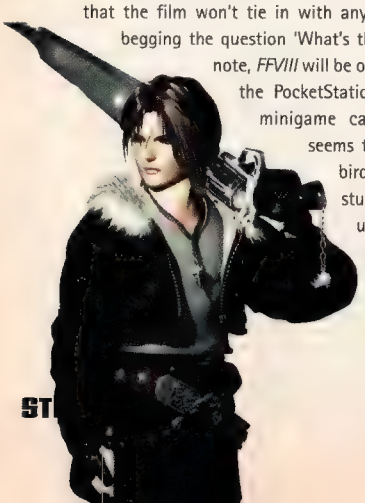
LIES, DAMN LIES!

As the PlayStation 2 rumour mill starts to gain frightening momentum we've heard some more unconfirmed reports as to what the heck will go into the mysterious phantom console. Toshiba have been confirmed as manufacturers of much of the internal chippage with the figure of 72 megs of RAM being bandied about, larger than the Dreamcast's 26 and dwarfing the current PSX's minuscule 5 meg count. Other speculative specs suggest a microprocessor with 128bit CPU, 10 Floating-Point MACs, an MPEG2 Decoder, a 10-channel DMA controller, 4 Floating-Point Dividers and other peripherals with 128bit internal buses on one die. It may also contain 10.5M transistors in 17x14.1mm^2 and dissipates 15W at 1.8V, whatever the hell that means. Sony have also allegedly created their own version of the DVD format so as to sidestep the issue of royalties to other companies, particularly as their own, previously favoured, MiniDisc would undoubtedly bring problems of piracy. Development kits have already been sent to the major publishing houses, a fact that should mean there will be more information leaks from loose-tongued programmers very soon. The best news, though, is that Sony have finally seen sense and confirmed the new console will be backwards-compatible, avoiding the possibility of alienating millions of new potentially brand-loyal owners at a stroke. Will old games run smoother and more quickly on the new machine? Probably, is the mouth-watering answer...

▲ Just one of many apocryphal designs mocked up in anticipation by dedicated PSX fans.

FINAL FANTASY FLICK

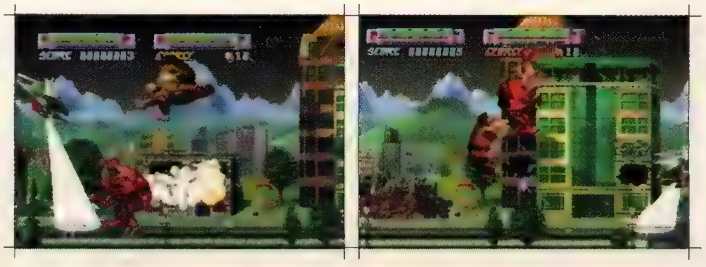
A video clip has appeared on the Internet which is apparently from the CGI *Final Fantasy* movie currently in highly-secretive production. The short segment shows an old nameless man with an incredibly detailed face and eyes, but *FF* fanatics should bear in mind that the film won't tie in with any previous *Final Fantasy* instalment, begging the question 'What's the bleeding point?'. On a connected note, *FFVIII* will be one of the first games to interact with the PocketStation in the form of a downloadable minigame called *Odekake Cochocobo RPG*. It seems that it stars an intelligent flightless bird who roams about doing typical RPG stuff, amassing objects which can be used in the main console game. Sounds a bit underwhelming, maybe, but the otaku in Japan love this kind of thing.



BETA ZONE

TITLE: RAMPAGE 2: UNIVERSAL TOUR
PUBLISHER: MIDWAY
RELEASE: SPRING

The refugees from a Chewits commercial are back with a vengeance, breaking free from their 8bit cocoons and bursting onto the PSX. Gratuitous destruction and property damage at the hands of the various towering monsters is no longer restricted to cities on Earth, you'll be glad to hear, with alien metropolae now also awaiting a good stomping. A fresh cast of suburb-levelling critters can be picked from, yet the side-on viewpoint remains intact.



iNFO STATION

Follo-up Frenzy

Point Blank 2 (also known as *GunBari*) and *Ace Combat 3* have been confirmed for a Yankee release, implying that they'll find their way to Europe before too long. As we're still playing *Point Blank* long after the dull *Time Crisis* has gathered dust we'd like to say it's about flipping time.

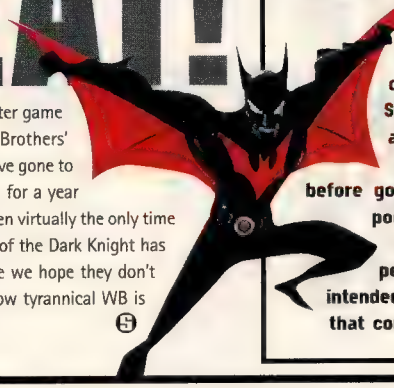
King Of The Iron Wallet

Latest figures released from a deservedly smug Namco state that *Tekken 3* has sold a pretty darn impressive four million units since its release in March. This is in spite of the crappy and sluggish PAL conversion, STATION feels obliged to add.

Pisshead Kids Love Videogames

In a Kid Ad-Traction study at the International Toy Fair in New York, PlayStation commercials were named as the 'Most Motivating'. The same study saw children vote the Budweiser commercials as their 'Most Favourite'.

BIFF! POW! SPLAT!



The rights to make a computer game of the superb Warner Brothers' animated *Batman* series have gone to UbiSoft, with the game pencilled in for a year 2000 release. As this cartoon has been virtually the only time the original black and deadly spirit of the Dark Knight has been captured in the moving image we hope they don't go and muck it up, but knowing how tyrannical WB is over its characters this isn't likely.

THE PLOT THICKENS...

NIPPON NEWS

In a characteristically anticipation-building move Sony have invited 'its most important industry friends' (which incredibly includes our very own Dazza) to come along to Tokyo early in March to mark the sale of the 50 millionth PlayStation. Reading between the lines this is obviously a thin cover for a behind closed doors unveiling of the PSX2, although Sony are of course staying tight-lipped about it all, but have apparently urged the most important figures in the industry that attending will be well worth the effort. (nb. just before going to press Sony and Toshiba jointly showcased a new microprocessor poetically named the Emotion Engine. Despite sounding like a Rick Wakeman album it possesses a 'huge floating point processing capability ... similar in performance to super computers used for scientific research.' The chip is intended for use in 'future computer entertainment applications'. Hmm, wonder what that could be?...)

DEDICATION, OOH DEDICATION...

Intriguingly, Westwood's *Command & Conquer* will appear in the 1999 *Guinness Book of Records* as the most successful strategy wargame ever created. We at STATION can't recall this category existing before however, and ask if there will be like honours for shoot 'em-ups, platformers and so on. Could it have come about through EA acting behind the scenes? Surely not.

TITLE: K-1 REVENGE
PUBLISHER: THQ
RELEASE: WINTER

While THQ's roster of beat 'em-ups isn't a glittering parade, hopefully this follow-up to the disappointing *K-1:The Arena Fighters* will mark a new direction. Based on the real-life sort-of-Ultimate Fighting events it will have a new brace of graphical improvements, extra fighters, better combat physics and a larger moves list. Hopefully it will have a bit more lead in its pencil than the grey and tedious *WCW/NWO Thunder.*

TITLE: RALLY MASTER 2
PUBLISHER: GREMLIN
RELEASE: SUMMER

Another hardy *Colin McRae* rival in the making here from Sheffield's finest at Gremlin. Rally Master 2 will have all the usual real-time damage, customisable championship options, endlessly tweakable technical settings, flash shiny-surface reflections and so forth that have become mandatory for modern racing games. Whether the slant will be towards arcade thrashing or clinical simulation remains to be seen, but the competition will be particularly fierce in this sub-set of the standard racer.

Ups 'N' Downs

Here's an insight into the mind of STATION – some of this month's celebratory statements and groans of complaint.

Brooks

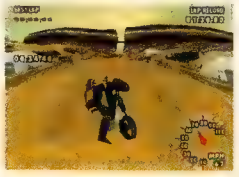
- That Levi's ad with a orange muppet clone groovin' to a wicked brittle house tune on his mate's car stereo - we laughed like drains.
- The lifting of the office music ban. Let's ROCK!
- The highly litigious PlayStation Emulator by Connectix: impressive use of technology, but Uncle Sony's gonna spank their behinds.
- Kelly Brook every morning on the Big Breakfast – we just keep picturing her in that *Deathtrap Dungeon* PVC get-up she wore a while back.

Crooks

- A certain promotional item for Take 2's *Monkey Hero* – they're too narrow and the card's too thin, dammit.
- A rival mag's bully-boy tactics designed specifically to reduce the amount of choice offered to you the consumer – it's officially not fair, dammit.
- Darren's computer startup sound – an unedited rendition of the theme from 'The Incredible Hulk'. Argh! Not again!
- No more Richey. Mel-Ville!

NUTS ABOUT YOU!

Cuddly Norwegian developers FunCom (developers of the highly rated *D.I.R.T.*) have finally hit on a name for their Mario Kart-esque racer, originally known as *Super Deformed Racing*, a term that may be offensive to some but is based on a literal translation of the well-known Japanese cartoon drawing style. Sony have snapped the game up and re-christened it *Wheel-Nuts*, which isn't too bad a name, really.



EMULATION THROUGHOUT THE NATION

In a move that undoubtedly drove Sony hopping mad, a San Francisco District Court Judge has ruled against the corporation's request for a temporary restraining order on shipments of Connectix's impressive Virtual Game Station PlayStation emulator (see last issue and Inside). While the smaller company trumpet their championing of consumer's right to choose their platform Sony must be riling at the thought of the $49 bit of software damaging their coveted hardware sales. It can only end in tears, we'd imagine, caused by profound lawyer-induced bankruptcy.

RADICAL EVIL

In another inspired bout of cross-curricular pollination (first seen in *Ehrgeiz* and *Soul Calibur*) Leon Kennedy from *Resident Evil* will appear as a hidden character in Capcom's impending snowboarding sim, *Tricky Sliders*. STATION would like to see this trend continue, with Lara Croft appearing as a fighter in *Tekken 4*, Solid Snake taking over her tomb raiding duties and Lei Wulong high-kicking some Mudokon butt in Oddworld.

TITLE: GRAN TURISMO 2
PUBLISHER: SONY
RELEASE: SUMMER

The Big One, obviously. GT 2 will hopefully remedy all the niggles in the first *Gran Turismo* that only became apparent over time, such as a fully-realised visible damage system that allows cars to show the evidence of hard impacts, while hopefully the previously squeamish manufacturers will allow their precious cars to be shown rolling over. The CPU drivers' AI was the only significant weak spot in the first game, and this should be improved drastically for the sequel, with aggressive and cunning racers replacing the somewhat lumpen drones of before, while an overhaul of the engine sounds should have them sounding even meatier.

As you probably know the first game used merely an alleged 75% of the PlayStation's processing power so with the follow-up Polyphony hope to utilise the whole shebang, augmenting what was already there and adding new visual features whilst allowing for ever more complicated physics. As well as these welcome rectifications there will also be a *Colin McRae*-rivalling off-road aspect with World Rally Cars and a GT racing league starring such behemoths as the Mercedes CLK. It would also seem that the venerable Mini Cooper will put in an appearance, so don't be surprised to see a rooftop Turin circuit as well. Darren's going to Japan to get more info from the horses mouth next week, so stay tuned.

TECH BITS

PUMP ACTION GUN

PRODUCED BY: Access Line
PRICE: £24.99
RATING: A blast

Yet another light gun in an already saturated market place, but this one isn't just a dodgy bandwagonner. Stoutly constructed it comes with two alternate ways of reloading, one a strong pump action, the other a neat rocker switch that sits easily under the thumb. It's nearly as accurate as the GunCon, and arguably more practically designed, with speed control, auto fire and auto reload switches.

SPACE STATION

PRODUCED BY: Logic 3
PRICE: £17.99
RATING: Neat

We felt like featuring this again as Steve on TOTAL PLAYSTATION still hasn't given his back yet, so it must be good. The Space Station will swallow up the hideous mess of leads, game boxes and consoles and give them their own neat pigeonhole to nestle in. It's grey and chic, and will raise your PSX's sense of self-worth no end.

SHOCKHAMMER PAD

PRODUCED BY: Thrustmaster
PRICE: £24.99
RATING: Hammer Of The Gods

Looking like the kind of joypad the cast of *Bloke's Seven* would use this attractive metallic blue baby has a smooth and balanced stick action that shows up the nasty doughy ergonomics of most dual Shock wannabes. The jolt is agreeable if not too subtle, while the unusual shape suits all but the most ape-like of hands.

'ACTION REPLAY' CHIP CARTRIDGE

PRODUCED BY: Semiconductor Company
PRICE: £24.99
RATING: Naughty But Nice

The legality of this ingenious box is open to debate, but its effects are not. Play imported games, pre-release gold discs and (shock, horror etc.) bad bot pirate games, all without having your PSX chipped: it even comes with a spring to keep the lid open during the easy disc swap you need to undertake. But you ain't seen us, roight?

PRO CARRY CASE

PRODUCED BY: Blaze
PRICE: £19.99
RATING: Tactile

This a rubberised carry-case specifically designed for your PlayStation to sit snugly inside, along with up to four games, joypads and so on. Its bound to impress your mates when you turn up with it, although we feel the great big 'BLAZE' logo rubs off a bit of the sophisticated air.

PARTY FOR YOUR RIGHT TO TEKKEN

Wednesday the 27th of January saw the first and undoubtedly largest *Tekken 3* tournament take place at the Namco WonderPark super-arcade in London, with the cream of the globe's *T3* players meeting together for a titanic clash of joypads. A total of 22 contenders competed for the title of Iron Fist World Champion plus a cheque for $5,000 and a *Tekken 3* coin-op machine, worth in itself about $9,000. A gruelling set of heats separated the wheat from the chaff, with the eventual semi-finals taking place during the minor celebrity-studded evening party. Aussie champ Carl Maxwell (as beginner's favourite cheesy-move character Forest Law) took on home-grown talent Ryan Hart, the WonderPark's current top dog (who like many favoured inelegant but hard-hitting brushhead Paul Phoenix), with our man winning through. The other semi final was a clash between Swede Jonas Nordstrom and German Andre Drepper, who played as svelte sadist Nina Williams and Heihachi Mishima respectively, with the Scandinavian coming up trumps. In the concluding showdown Hart thoroughly wiped the floor 3-0 with his teutonic rival, much to the delight of his home crowd. Ryan looked suitably impressed with his comedy oversized cardboard cheque, presented by two blonde birds who we couldn't recognise, but might be from *Hollyoaks*. Also in attendance were Sony bigwig Chris Deering, Namco President Masaya Nakamura, some people from the *Big Breakfast*, a few footballers, Manc ragga-skankers Audioweb and Huw from *EastEnders*. The unbearably sexy pin-up model Jordan was also present, although for some reason the official Sony photographer failed to get any images of her, the prat. Other entertainments included a gymnastic display of Eddy Gordo-style Capoiera and some thunderous Oriental drumming courtesy of percussive maestro Joji Hirota. STATION was unfortunately unable to attend due to pressures of deadline, but our analysis of the various champions' choice of *Tekken* character shows a distinct preference towards Paul Phoenix, Nina Williams and Heihachi, but also with a strong showing for Jackie Chan clone Lei Wulong. It seems brawn and reach is favoured over subtlety by the *Tekken* cognoscenti.

Sweet Nothings

More flannel and bluster from the world of PR releases:

"Never before has a driving game or indeed any game been packed with so many features ... This will change the rules of games of the future... *V-Rally 2* has two secret pieces of technology never seen before, guaranteed to change gaming forever..."
INFOGRAMES — *V-RALLY 2: CHAMPIONSHIP EDITION*

"SCi kick off extensive *Carmageddon!* Console Marketing Campaign ... SCi have hired two advertising boards at Tottenham Hotspur FC ... The boards are located in prime positions"
STATION: Tottenham Hotspur FC? Prime positions?
SCi — *CARMAGEDDON*

"Can there really be such a bad example of shoddy journalism? So it seems..."
SOME RATHER ANNOYED GERMANS, THAT MUST UNFORTUNATELY REMAIN ANONYMOUS.

LISTINGS OF THE 200 COMPETITIION GAMES WINNERS OF THE READERSHIP SURVEY 1998

MATTHEW NEWTON, BRIGHTON • CARL ETHERIDGE, ISLE OF WIGHT • SAM PRESCOTT, CARDIFF • LESLIE BURNS, PORTSMOUTH, • SADAKAT KHAN, EDGBASTON • R CARPENTER, COXFORD • KEV HANSON, BRANDSBY • EDWARD TUCKER, PETERBOROUGH • MARTYN HOOK, GWENT • STEFAN KASANIUN, PORTSMOUTH • MICHAEL HANNAY, STRANRAER • GARRY ETCHELLS, HUDDERSFIELD • MAX THOMAS, WOBURN SANDS • MARK FINLAY, GLENLOTHES • RICHARD SCOTT, SCUNTHORPE • PAUL WATSON, NORWICH • G. ESPOSITO, PARKWOOD • PETER SLOUGH, MALBOROUGH • LEE DEBELL, LOUNDSLEY GREEN • STUART LANCASTER, WESTBURY • KEVIN THAIN, STANSTEAD • CHRIS HENMAN, DURTON ON THE WOULDS • JOHN WEBSTER, BROWNHILLS • RICHARD WILLIAMS, STAPLEFORD TAUNEY • D.J. LAPHAM, COLCHESTER • CHRIS WEST, HUNDERTON • RICKY STEWART, MACDUFF • PAUL THOMPSON, BISHOP AUCKLAND • CHRISTOPHER MILLARD, BOURNEMOUTH • SEAN MORAN, SALE • PAUL BRIDLE, GREAT YARMOUTH • CARL BALL, DONCASTER • S.D. CHMAMBERS, HANTS • M. 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WINNER OF THE 1ST PRIZE

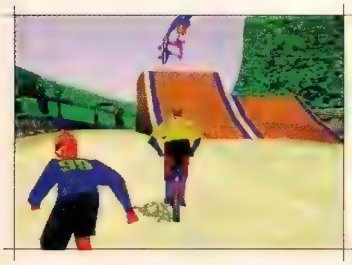
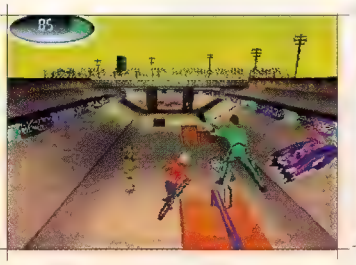
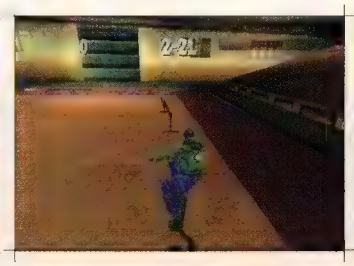
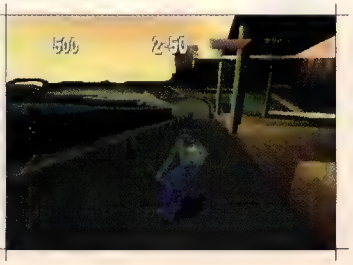
MR T BARTON, BRISTOL

TITLE: 3EXTREME
PUBLISHER: SONY
RELEASE: AUTUMN

Thankfully not another snowboarding game but a EuroSport-friendly romp featuring in-line skates, skateboards and mountain bikes. The twelve chilly-cool characters and the twenty limb-endangering tracks will be drawn via a vastly improved polygon engine that will address some of the criticisms levelled at the first two games in this series. The Day-Glo colour scheme is in sharp counterpoint to Tony Hawke.

TITLE: TONY HAWK PRO SKATER
PUBLISHER: ACTIVISION
RELEASE: AUTUMN

The drought on PSX skateboard games seems to be finally over, what with EA's *Street Skater* and this more sim-slanted shredder on the horizon. Endorsed by legendary Olly Baron Tony Hawke it will boast numerous free-ranging areas perfectly suited towards showing off your deck style with dozens of bona-fide bone-breaking tricks to be had. And at least it's not another sad snowboarding cash-in game.

EYE CANDY

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Despite the heckling which greeted the limp N64 *Mission: Impossible* game, Infogrames have announced they will be creating a PSX interpretation of the action thriller. These pics are a taster of what to expect, although this chap doesn't look much like Tom Cruise to me. 5

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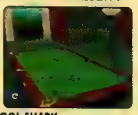
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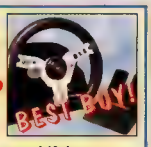

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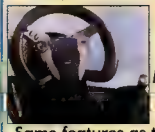

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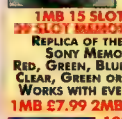

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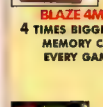

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NO MORE POLYGONS

In a truly spectacular piece of journalistic headhunting, we've managed to persuade TOTAL PLAYSTATION's James Gale to provide us with a monthly round up of movies released for home viewing on both video and DVD formats. Read on for what Rapide's answer to Barry Norman (or should that be Barry Took?) makes of the latest in small screen flicks.

SCORES ARE RATED ONE TO FIVE, IN ASCENDING ORDER OF SUPREMACY.

DEVIL'S ADVOCATE

LABEL: Warner • **RELEASED:** Out now • **PRICE:** £14.99 • **FORMAT:** DVD

Keanu Reeves in good movie shocker! The wooden king of Hollywood stars alongside the legendary Al Pacino in the very satirical horror flick, *Devil's Advocate*. Pacino puts in a masterful performance as old Nick, the owner of a power law firm, trying to work his wicked magic on Mr Reeves. The subtle approach to the subject matter lifts this head and shoulders above the usual post-*Scream* genre entries. Alluringly comical but unquestionably scary, you'd be advised to sell your soul for a copy. With a clean print and huge amounts of extra features, including an intriguing audio commentary from the director, *Devil's Advocate* screams buy me.

RATED: ••••

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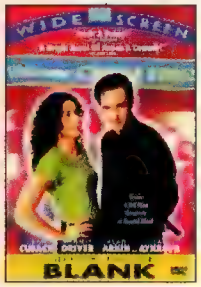

LABEL: Touchstone • **RELEASED:** Out now • **PRICE:** £14.99 • **FORMAT:** DVD

Quite possibly one of the finest movies ever made, *Grosse Point Blank* is as much an essential to a DVD owner as the plug. With a sharp witted script, excellent performances and some great action sequences, this movie has it all. Perfectly complimented by a group of pissed up mates or a quite night in with the missus, I defy anyone not to love this flick. Highly recommended, although it has to be said that the lack of extras on the disc is extremely disappointing, offering only an, admittedly lovely, widescreen print and instant scene access, tsk tsk.

RATED: •••••

BEETLEJUICE

LABEL: Warner • **RELEASED:** Out now • **PRICE:** £14.99 • **FORMAT:** DVD

Tim Burton can, if anything, always be relied upon to deliver a movie that will be at least visually interesting, even though his plots do tend to let the side down and *Beetlejuice* is certainly one of his weaker efforts. This film turns the Burton tradition on its head, with the inventive plot unrealised by crushing limitations of the budget. What remains is a solid enough piece of spooky fun, with a few nice touches and an excellent performance from future Batman, Michael Keaton, just don't expect to be thrilled. The print quality is a little ragged but the added bonus of production notes and a trailer bump up the plus points, just.

RATED: ••

HEART OF DRAGON

LABEL: Hong Kong Classics • **RELEASED:** Out now • **PRICE:** £13.99 • **FORMAT:** Video

At last Jack Chan is receiving the mainstream exposure that has too long alluded him, with the success of *Rush Hour* sending the public in search of further adventures. His balletic grace, athletic ability, comic talents and boyish charm enliven in the weakest of his movies, yet when faced with a serious acting role, it all comes a unstuck. Hong Kong Classic's latest, after last month's infinitely better *Dragons Forever*, is proof of this.

Although entertaining enough, it fails to ignite interest until the final confrontation, where Chan's genius is allowed to shine, yet the tug at the heart strings plot weakens its impact. One of Chan's least enjoyable movies to date.

RATED: ••

ARMAGEDDON

LABEL: Touchstone • **RELEASED:** Out now • **PRICE:** £15.99 • **FORMAT:** DVD

There's a huge meteor on a crash course with Earth, what do you do? Well in Hollywood they made two virtually identical movies, the ponderous and vomit inducingly slushy *Deep Impact* and the equally crap, but highly entertaining *Armageddon*. Bruce Willis stars in this Jerry Bruckheimer flick, sticking to the usual formula: big explosion, male bonding and a rock sound track – I thought I'd hate it. Yet somehow, you can't help enjoying yourself, real *Boy's Own* stuff and all the more watchable for it. Making no pretensions, not even aiming for a good script, it works. Turn off your brain and enjoy the pretty pictures. You can forget any extras though, so why is this a double sided disc?

RATED: •••

POSSESION

LABEL: Visual Film • **RELEASED:** Out now • **PRICE:** £13.99 • **FORMAT:** Video

Sat alongside the low grade delights of *I Spit On Your Grave* and *Nightmares Of A Damaged Brain*, this Andrzej Zulawski movie was dismissed as a similar exercise in sleaze. In fact the art house posturing and utter pretension of the script lend it an evocative, nightmarish quality. Those seeking cheap gore thrills will be disappointed but a sedate pace and bleak narrative, detailing the break up of a marriage in war torn Europe, lend the shock moments much power: the miscarriage sequence being particularly horrific. *Possession* is not for all tastes but the unhinged performances, bizarre plot and bursts of violence make it impossible to turn away from. An interesting footnote: special effects were designed by the creator of sickeningly sweet ET!

RATED: •••

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Inside

PlayStation business news for the more discerning gamer

Inside Index: [page 110] Sony receives slapped wrist – Midway/GT rift – Connectix row continues [page 111] More charitable definitions – Sony profits from gamers – Poor old Psygnosis

Sony Receives Slapped Wrist

The Advertising Standards Agency has delivered a reprimand to Sony for a somewhat dubious promotion.

The ASA has upheld complaints against advertising used by Sony on two counts, for posters promoting beat 'em-up king *Tekken 3* and the highly controversial mailer delivered to customers who registered new PlayStations last year.

Exception was taken by members of the public to the image of a clearly dismembered body underneath a shroud on the poster for *Tekken 3*, despite Sony's protestation that it was obviously cartoon imagery. More public condemnation was heard over the envelopes containing mocked up x-ray film and bearing the words 'Private and Confidential: Test Results' on the outside, which were deemed to be in bad taste.

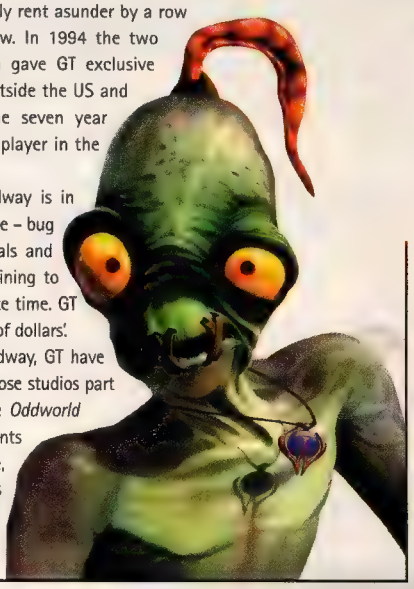
Midway Blasted Over Bugs

GT Interactive are taking legal action against partner Midway, signalling a split between the two firms.

Long term partners GTI and Midway are finally rent asunder by a row that has been surfacing for some time now. In 1994 the two companies struck an exclusive deal which gave GT exclusive rights to software for console and PC markets outside the US and Japanese markets. GT paid $35 million for the seven year contract which helped to establish it as a major player in the European market.

Now, however, they are complaining that Midway is in breach of contract, for bad faith tactics which include – bug ridden code, failures to obtain third party approvals and provide marketing materials, and worst of all declining to inform their partners about new titles in appropriate time. GT are seeking compensation sums of 'tens of millions of dollars'.

Because of the problems encountered with Midway, GT have recently shifted their operations to promote only those studios part or fully owned by the giant. Successes include the *Oddworld* games and forthcoming *Driver*, by Oddworld Inhabitants and Reflections respectively. Midway will, of course, be filing counter claims in the courts, and has responded initially by accusing GT of trying to blame Midway for its own business shortcomings.



iMacu-emulation

Sony has entered legal proceedings against Connectix, makers of the PlayStation emulation software for desktop computers.

Last issue we reported on the release of the *Virtual Game Station* by American company Connectix, which allows a G3 Apple Macintosh to run a large number of PlayStation games glitch free and at astounding frame rates. We also speculated as to how the infamously possessive Sony Corporation would react, and our questions have quickly been answered.

Sony Computer Entertainment in Japan and America undertook legal proceedings against Connectix for infringement of intellectual property rights. A spokesperson went on to say that the emulator could never reproduce exactly the atmosphere of the intended hardware, claiming 'more than 17 million customers can attest to the fact that nothing technically can compare to the experience delivered through the PlayStation game console in tandem with a home television set'. He went on to point out that although the emulator may aid sales of software, as there are is no security coding embedded it allows the use of pirated games, and is therefore not only damaging to themselves, but also third party publishers.

Connectix has responded to the now dismissed legal suit by pointing out its respect for both Sony and the PlayStation, and claims that v1.1 of the program has specific coding for the prevention of pirate CD usage.

The emulator was unveiled at the launch of the new G3 Mac, which it is hoped will establish itself as a gaming platform for the first time in Apple's history. STATION have seen the program running, and are suitably impressed, but agree that it just doesn't compare to the grey box. It does, however, provide proof positive that given the software, the Mac could well threaten the PC as the choice for desktop gaming. Anyone fancy a crack at DirectX emulation?

Do Not Underestimate The Profit Of The PlayStation

In the bastion of Sony territory, gadget mad Japan and America, surprising news is appearing from behind otherwise sluggish Q3 results.

The last three months of 1998 were slow going for Sony, price wars and economic troubles in the Asian markets took a slight toll on their profit margin. Nothing particularly significant though. Or was there?

A canny *Financial Times* reporter noticed that for the first time, the computer entertainment division provided the parental profit pool with more revenue than the long established and usually supreme electronics arm.

With this kind of clout, we can assume that more and more resources will be ploughed into the PlayStation, and especially PlayStation 2000, so it's good news and trebles all round then!

A Clean Up 4-PlayStation?

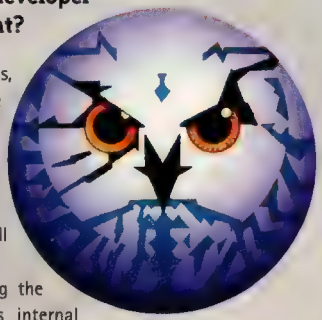
Further to reports last issue of criticism regarding industry donations to ELSPA being labelled 'charity', new guidelines may be laid down for giving.

ELSPA is considering moves to restructure the industry's fundraising activity with the establishment of an independently run charity body. It would be run by industry trustees and will employ fundraising professionals to ensure fairness and smooth day-to-day running.

Future controversy may, however, be caused by the body, as money previously earmarked for good causes from the sale of charity compilation *4-PlayStation* will be used to set up the initiative...

Psygnosis Saga Continues

Every month brings bad tidings for Liverpudlian developer Psygnosis, so why should this one be any different?



The final round of rationalisation has begun for Psygnosis, starting with the departure of MD Gary Johnson. The company, a subsidiary of Sony, is facing the unhappy prospect of more job losses, along with a reduction in support for the PC and canning of N64 activities ordered by their Japanese bosses. Retaining offices in Liverpool, Stroud, Camden, Leeds and Paris, the company will be taken over by John Bickley, who will report directly to SCEE.

In recent weeks the company has lost 75 people following the closure of its Manchester offices, and last month lost its internal development offices in San Francisco. Commentators believe that the silver lining is that now refocused upon PlayStation development for Sony, Psygnosis should play an instrumental role in the launch line up for PlayStation 2000 when it arrives in a couple of years.

Infogrames UK Seeks Deals

Infogrames UK is inviting developers and publishers to enter into meaningful discussions as the firm makes a push to sign up a number of distribution deals in the UK and related territories.

Hot on the heels of their success with *Player Manager Season 98-99* by Anco, Infogrames is looking to add other companies to its distribution roster in the UK, Australia, Middle East and Scandinavia.

Already boasting a large number of titles across Europe, in France it distributes Gremlin and Lego, in Spain, Disney and Codemasters and in Benelux, Acclaim and Konami. Commercial Director Martin Defries commented that it was 'keen to talk to anyone who needs powerful distribution in any or all of our territories ... By the end of the year Infogrames UK will have a roster of brands and titles that we distribute alongside our existing portfolio'.

The company has also been in the headlines recently after acquiring a 62.5% stake in Australian distributor OziSoft, who achieved 1998 sales figures of A$32 million. Also in the Australian pipeline for Infogrames is the purchase of Beam Software. This follows reports that the PlayStation market down under has just reached its millionth unit sale, giving it an installed user base twice the size of nearest rival the N64.

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Taking Control

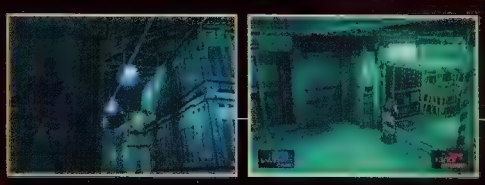
A whopping five enormous playables for you to get to grips with this month. Read on to learn how.

METAL GEAR SOLiD

There are no controls for the main actions in this game: stealth and concentration. There are some joypad details you should know though...

CONTROLS

↑,↓,←,→	Move
△	First-person view
✕	Crouch/Crawl
□	Throw
○	Attack
L1	Inventory
SELECT	Access Codec Phone



APOCALYPSE

Pitch Bruce against the forces of evil with these simple commands.

CONTROLS

↑,↓,←,→	Move
△,✕,□,○	Directional Fire
L1	Crouch
L2	Weapon Select
R1	Jump
R2	Smart

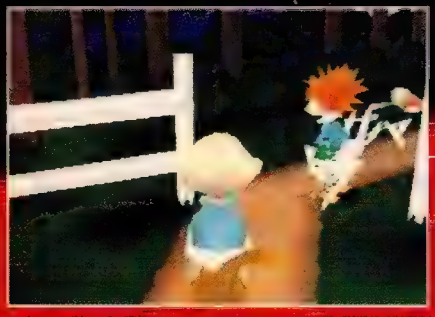
(Hint – Use the analogue sticks if possible: one to move and the other to control direction of fire)

RUGRATS

From the driving range to Granpa's dentures – here's how to get around our exclusive demo that's not just for the kids!

CONTROLS

MENU		MINI GOLF		GRANPA'S TEETH	
↑,↓,←,→	Up/Down	↑,↓,←,→	Walk	↑,↓,←,→	Move Around
△	Cancel	←,→	Aim	⊗	Jump
⊗	Accept	△	Shoot		



VIGILANTE 8

Take to the streets, D-pad in hand, and wreak mayhem and violence on all you see, like so...

CONTROLS

←,→	Steer	R	Fast Brake
↓	Reverse	SELECT	Quit
△	View Change	L1, R1	Weapon Select
⊗	Accelerate	L2	Fire Selected Weapon
○	Select Target	R2	Fire Default Weapon

G-DARIUS

Wonderfully simple gameplay, and even easier controls!

CONTROLS

↑,↓,←,→	Move
△,□,○	Fire
⊗	Smart Bomb
R2	Short Burst

CHARTS AND PRICE WATCH

As ever, we draw the magazine to a close with a look at various charts from across the board, and a look at available prices for those top titles. This month it's a clean sweep for Gremlin's *Premier Manager '99*!

CHART TRACK	
1. PREMIER MANAGER '99	Gremlin
2. FIFA '99	EA
3. CRASH BANDICOOT: WARPED	Sony
4. TOMB RAIDER III	Eidos
5. COOL BOARDERS 3	Sony
6. BRIAN LARA CRICKET	Codemasters
7. ABE'S EXODDUS	GT
8. SPYRO THE DRAGON	Sony
9. GRAN TURISMO	Sony
10. COLIN MCRAE RALLY	Codemasters

BLOCKBUSTER RENTAL	
1. PREMIER MANAGER '99	Gremlin
2. GTA (PLAT.)	Take 2
3. FIFA '99	EA
4. BRIAN LARA CRICKET	Codemasters
5. TOMB RAIDER III	Eidos
6. CRASH BANDICOOT: WARPED	Sony
7. LOST WORLD	EA
8. TIGER WOODS '99	EA
9. MAX POWER RACING	Infogrames
10. WCW/NWO THUNDER	THQ

INDEPENDENT	
1. PREMIER MANAGER '99	Gremlin
2. MAX POWER RACING	Infogrames
3. SOUL BLADE (PLAT.)	Sony
4. GTA (PLAT.)	Take 2
5. CRASH BANDICOOT (PLAT.)	Sony
6. ACTUA SOCCER 3	Gremlin
7. ABE'S EXODDUS	GT
8. TOMB RAIDER (PLAT.)	Eidos
9. COLIN MCRAE RALLY	Codemasters
10. DIE HARD TRILOGY (PLAT.)	EA

GAME	
1. PREMIER MANAGER '99	Gremlin
2. FIFA '99	EA
3. TOMB RAIDER III	Eidos
4. MAX POWER RACING	Infogrames
5. GRAN TURISMO	Sony
6. PSX MEGA PACK	Acclaim
7. COLIN MCRAE RALLY	Codemasters
8. WCW/NWO THUNDER	THQ
9. POOL SHARK	Gremlin
10. TENCHU	Activision

PRICE WATCH	INDEPENDENT	GAME	HMV	DIXONS
PREMIER MANAGER '99 – Gremlin	£39.99	£39.99	£39.99	£39.99
FIFA '99 – EA	£39.99	£39.99	£39.99	£39.99
CRASH BANDICOOT 3 – Sony	£39.99	£39.99	£39.99	£39.99
TOMB RAIDER III – Eidos	£44.99	£44.99	£44.99	£42.50
COOL BOARDERS 3 – Sony	£34.99	£34.99	£34.99	£39.99

CONSUMER WATCH

That's what the official line is on game sales, but more importantly, what do you think? Camera in hand, STATION ambushes punters who thought they were going to buy a game and ended up catapulted to stardom on these pages to find out what you're really interested in...

NAME: Claire
AGE: 17
OCCUPATION: Student
YOUR PURCHASE: *Resident Evil 2*
BUYING NEXT: *Alien Trilogy*
MOST WANTED: *Metal Gear Solid*
BEST PSX TITLE YET: *Bust-A-Move 2*
WORST PSX TITLE: *Jonah Lomu Rugby*

NAME: Richard
AGE: 16
OCCUPATION: Student
YOUR PURCHASE: *Apocalypse*
BUYING NEXT: *Premier Manager '99*
MOST WANTED: *South Park*
BEST PSX TITLE YET: *Tenchu*
WORST PSX TITLE: *Victory Boxing*

NAME: Steve
AGE: 34
OCCUPATION: Retail Manager
YOUR PURCHASE: Browsing
BUYING NEXT: *Metal Gear Solid*
MOST WANTED: *Metal Gear Solid*
BEST PSX TITLE YET: *Gran Turismo*
WORST PSX TITLE: *Theme Hospital*

NAME: Tom
AGE: 17
OCCUPATION: Outdoor Pursuits Instructor
YOUR PURCHASE: *Gran Turismo*
BUYING NEXT: *Tomb Raider III*
MOST WANTED: *Metal Gear Solid*
BEST PSX TITLE YET: *Grand Theft Auto*
WORST PSX TITLE: *V-Rally*

NAME: Steve
AGE: 27
OCCUPATION: Scaffolder
YOUR PURCHASE: *WCW/NWO Thunder*
BUYING NEXT: *Metal Gear Solid*
MOST WANTED: *Metal Gear Solid*
BEST PSX TITLE YET: *Tomb Raider III*
WORST PSX TITLE: *Panzer General*

DISCLAIMER: PLEASE NOTE THAT ALL CHART PLACINGS AND PRICES FEATURED ON THIS PAGE WERE CORRECT AT THE TIME OF GOING TO PRESS.

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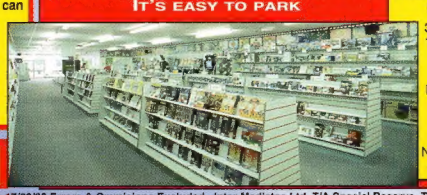

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